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READ HOW THE ARTISTS, MUSICIANS, AND PROGRAMMERS CREATED THE MOST AMAZING GAME YOU'LL SEE ALL YEAR. OUR INTERVIEW WITH SQUARESOFT BEGINS ON PAGE 53.

CONTENTS

COMPUTER AND VIDEO GAMES #191 OCT 1997

THE RACE IS ON FOR CHRISTMAS NUMBER ONE!

CONTENTS

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FEATURE



P14

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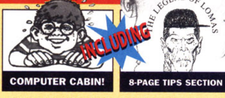
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COMPUTER CABIN! | 8-PAGE TIPS SECTION

ARCADE ARCADE ARCADE

P82 **MARVEL VS SF**
ARC
THE LATEST FIGHTING GAME TO COME OUT OF THE CAPCOM STABLE. ALL THE TRADE-MARK SPECIALS AND NEW ONES TOO!

P84 **TOP SKATER**
ARC
SECRETS TO HELP YOU PLAY THIS SKATE-BOARDING GAME BETTER. PLUS WIN YOURSELF SOME 'WIKID' SKATE GEAR!

REGULARS

FEATURE

P98 PLAYSTATION SKATE PARK NOW OPEN!

WATCH AN EX-CVG EMPLOYEE SCRAPE THE SKIN OFF HIS KNEES AND SMASH HIS NOSE TO BITS!



INDEX

EASY REFERENCE TO EVERY GAME IN CVG.

THE RACE IS ON FOR CHRISTMAS NUMBER ONE!

CONTENTS

EDITORIAL

EDITOR: PAUL DAVIES
DEPUTY EDITOR: TOM GUISE
ART EDITOR: JAIME SMITH
SENIOR WRITER: ED LOMAS
SENIOR WRITER: STEVE KEY
STAFF WRITER: ALEX HUHTALA

CONTRIBUTORS: DAVE KELSALL, JASON FRENCH, PAUL GLANCEY, CARL WHITE, YAS HUNTER
THANKS TO: PETER DEVERY, LIZ ASHFORD, PETE 'SLAYER' HAWLEY, NATHAN WILSON, JON SLOAN
SPECIAL THANKS TO: SAM LEE, THE SPIRIT OF THE MAD GAMER
US CORRESPONDENT: MATT TAYLOR
JAPAN CORRESPONDENT: WARREN HARROD

Editorial and advertising: 0171-972 6700
Editorial fax: 0171-972 6715
Advertising fax: 0171-972 6755
Subscription and Back Issues: (9.30–5.30 Mon–Fri): 01858 468888
CVG Headquarters: 37-39 MillHarbour, The Isle of Dogs, London E14 9TZ

EXECUTIVE PUBLISHING DIRECTOR: Sarah Janes
PUBLISHER: Harry Attrill
COMMERCIAL DIRECTOR: Sandra McClean
GROUP ADVERTISING MANAGER: Liza Hawkes
SOFTWARE MANAGER: Chris Perera
AGENCY SALES MANAGER: Paul Lanzarotti
CONSUMER PROMOTIONS MANAGER: Laurence Robertson
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MAIL ORDER SALES: Justin Wakeman
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AD PRODUCTION MANAGER: Emma Minford
SYSTEMS MANAGER: Sarah-Jane Leavey
SCITEX MANAGER: Sarah Best
TECHNICAL SUPPORT: Paul Williams
EDITORIAL ASSISTANT: Michelle DeSouza
FACILITIES MANAGER: Robert McBride

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SERIAL THRILLAS

Thought I'd like to remind you about something very important.

CVG in its current form has been around for around 18 months now – the team drastically changed the magazine's style in May issue #174. Since then we've worked hard to maintain the best possible source dedicated to video game fanatics. We've achieved this only by hiring the most dedicated reviewers, who share your passion for the subject. And by trusting the layout; how the pages are presented, only to the best designers. We're totally into games here, and feel good about it. We favour no one, but celebrate the best examples out there.

If you only remember one thing about CVG, why we're here, and why we continue to be here, it should be that we're dedicated. Dedicated to the games, but more importantly dedicated to you the readers. No way we're going to fob you off championing poor quality software. And we'd rather give up than give in to offering shallow information.

CVG looks, reads, and offers the kinds of opportunities that it does ONLY because the entire team knows what it's about. We never hype, just enthuse. You owe it to yourself not to waste time with slack imitations.

Enjoy this awesome issue! **Paul**

HMV/CVG CHALLENGE FINALS
GLASGOW BOY TAKES THE HIGH ROAD

Finalists for the first HMV/CVG Challenge fought for the chance to win a *Time Crisis* coin-op worth £8000. The venue was London's Trocadero branch of the UK's coolest retailer of popular entertainment – HMV.

A sizable crowd showed up to watch Glasgow's Mark McEwan finish with a time close to 1:41 on the Lakeside gate circuit. Mark took to the controls after Nathan Luke Bemnnet from Kew, who was beaten by mere tenths of a second. Bad luck Nathan. Congratulations Mark!

We'd like to thank everybody who attended for making the journey, and especially the remaining finalists: Jacob Kassabian from London; Steve Randerson from Hull; Rajesh Fatania from Slough; Russell Ashworth from Blackpool; Keith Charlton from Newcastle; Andrew King from Newcastle (?); Charndesh Singh Ghag from Southampton; James Lee from Wakefield; Michael Lai from Liverpool, and Thomas Derbershire from Manchester.



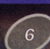
A bunch of people we bribed to look bored and disinterested. The crowds are behind the camera!



The handsome guy in the orange jacket is Paul. The miserable-looking lad in the black sweater is Mark – who just won a coin-op worth £8000. Believe us, the losers looked happier to be there! (Only kidding Mark).



We had to twist Mark's arm up his back to make him have this photo taken!



CVG RATING SYSTEM



5... EXCELLENT

Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4... VERY GOOD

Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD

Something you may want to own, as opposed to renting out for a couple of days.
Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR

Almost a flat-liner, it's so lifeless.
You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get way with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!

SMACK MY 'GOTCHI UP

Love your Tamagotchi! Why let him live for days when he can be immortal! More portraits please. But only the best can find a home on our Tamagotchi farm. BY THE WAY we'd also like to see some letters dedicated to Tamagotchi antics – we hear they've been banned from most schools, and are viewed as a curse by Asian politicians. SO, know anyone who slipped on a turd while feeding their pet? Got thrown out of class? Thrown out of Parliament, even? We want to hear all your horror stories of virtual parenthood.



The Address to send all your Tamagotchi stuff to is:

TAMAGOTCHI FARM, CVG, 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON, E14 9TZ

THE CVG MASS DEBATE

As ever we spend the entire issue telling you which games you should be looking forward to, or buying right now. But what about those games you bough last year, eh? What's wrong with them – all gathering dust, and box art faded by the sun (unless you live in Rochdale)? These are the games CVG says should never be cast aside:

NIGHTS

SATURN

If you own a Saturn, and don't own *NiGHTS* you are a fool. Yes A FOOL!!! No doubt you're always telling your mates how the Saturn has quality games, but you're neglecting one of the most unique, and downright thrilling games of all time!

WAVE RACE 64

N64

Bet you haven't raced the whole thing with max waves yet have you, eh? Or learned how to pull off stunts while challenging a friend. You should definitely practice the last one, Jaime does it all the time – it's really irritating.

TEKKEN 2

PLAYSTATION

Can't imagine that any of you aren't using *T2* to practice basic T3 combos. If you're not, YOU ARE A FOOL! Besides the PlayStation version of *T3* is going to be at the Tokyo Game Show. CAN YOU BELIEVE IT! *T3* for Christmas in Japan, maybe?!



STAR WARS GAMES

PC CD-ROM

Probably your PC wasn't up to it a year or so back, or you didn't own a PC at all. But the original *Dark Forces*, and all the flight sims, are really cool. They've all been re-released on White Label (ie cheap) so there's no excuse.

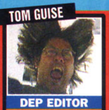
PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- FINAL FANTASY VII
- DRACULA X
- GB TAMAGOTCHI
- SA.GA FRONTIER
- VAMPIRE HUNTER

He has returned, the Spirit of the Mad Gamer. All the gods tried to bar it, but the power of this... thing is unstoppable. Senses Shattering, as someone once described it. As for Paul, what's left of him is 'out to lunch'; has 'lost the plot'. It seems that abstaining from his most beloved form of entertainment (video games!) has caused Paul to swing right back the other way, with shrieks of wonder issued forth at the mere whiff of a *Final Fantasy VII* instruction manual.

TOM GUISE

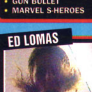


DEP EDITOR

CURRENT FAV GAMES:
- SUPERWARS B.O.T.H.
- QUAKE WORLD 2
- TIME CRISIS
- GUN BULLET
- MARVEL S-HEROES

Want to know why Tom works to a different time schedule than the rest of us? It's because he's the man from Atlantis – his internal clock is linked to the tides. Not sure which continent, but it's the one which coincides with 10:00 am and 3:00 am. If there is such a thing. Sorry this is all a bit tenuous this isn't it. But Tom is a very good swimmer by anyone's standard. Does about 75 lengths every other night at the London Arena. In fact Tom's very fond of water sports, so he tells us.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- QUAKE
- MARVEL S-HEROES
- GOLDEN EYE
- MONKEY ISLAND 3
- ABE'S ODDYSEE

Games have never been so exciting, meaning Ed requires less cola and chocs. *Abe's Oddysee* and *Hexen 2* have rocket-fuelled the Lomenstein into action like never before. But less sweets have made the Lomas irritable, or is that irritating – one or both, it's awkward anyway. Sugar deficiencies have also altered its perception of reality. Ask Ed a question, and it answers: "WHAT?!". However Ed is sure that what it said is "I beg your pardon." We're monitoring its progress.

STEVE KEY



SENIOR STAFF WRITER

CURRENT FAV GAMES:
- STREET FIGHTER EX
- MARVEL S-HEROES
- RESIDENT EVIL
- QUAKE
- DOCTORS AND NURSES

Life is good, and now theoretically prolonged for our Senior Writer Ver.2. Steve is 'seeing' a female nurse at the moment, who knows how to cure hiccups. Well... it's a start. Probably does hangovers too, who knows. But can she cure a bad haircut? No reason Steve, just wondering that's all. We're allowed to wonder aren't we... just... hey! What are you doing with that brass instrument? No! It's entirely the wrong shape to fit there! Ooyagh! Aargh! Yeow-oo! Er... huh-huh... NURSE!

ALEX HUHTALA

BACK IN STOCK

CURRENT FAV GAMES:
- DRACULA X
- NUCLEAR STRIKE
- TIME CRISIS
- MARVEL S-HEROES
- QUAKE

Hoo-taah-laah's metaphorical Jump-Leads this month have been *Final Fantasy VII* and *Dracula X* . He may have had his soul sucked out by the power of television, but his heart is still in it – games that is. Physically, Alex belongs to CVG 100%. Usually. Except when Phil Dawson (remember him) starts showing his affection by kicking out knee-caps. This gives us approximately 90% Huhtala to work with, who would love to come to the office but is unable to walk.

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- SUPER SFX
- STREET FIGHTER EX
- MARVEL S-HEROES
- MARVEL VS SF
- MRC

Did you know that the McDonalds in the Barbican area of London is one of the oldest in the country? That's the reason why the logo is just yellow, instead of red and yellow like most McDonalds restaurants. And did you also not know that the reason McDonalds chose red and yellow for their logo is because these colours trigger a hunger response in the subconscious. Interesting facts like these can be yours when you know the right people. People like Jaime Smith.

TONY CORMAK

DESIGNER

CURRENT FAV GAMES:
- TOMB RAIDER
- V-RALLY
- WIPEOUT 2097
- VOIVOD
- KREATOR

The kind of name you normally associate with a Speed Metal outfit. In fact, the kind of look you'd associate with finger-shredders too. Tony is the new guy on the magazine, taking up permanent residence as DESIGNER. With a bit of luck he will design as fast as the life he leads, which is something believe us! This is the guy who accepted the job on CVG, then immediately took four days off to lose some excess energy at V97 in Leeds. Dude.

NEWS

POCKET MONSTER KILLS FINAL FANTASY VII

A Game Boy title is about to eclipse sales of the monumental *Final Fantasy VII* in Japan. *Pocket Monster* is a cute game in which players raise a virtual monster, then link up with friends to have battles. It's really cool.

Every week the Nintendo TV show '64 Stadium' features '*pockemon*' contests, there's also a

10 ポケットモンスター



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'96年2月27日発売			3900円

hit cartoon (anime) series. *Pockemon* is a nationwide phenomenon approaching Tamagotchi status. So much so that it's outselling Square's state-of-the-art masterwork week on week. *Pockemon* has already passed the three-million sales mark, and we expect it to have taken the lead by the time you read this. Japan is also expecting an N64 version to be announced at Famicom Space World (Nintendo's pre-Christmas tade show). Earth to Nintendo UK... we think you should take a look at something.

LARGEST GAME CENTRE IN EUROPE

namco®

Namco recently opened a giant new game centre on London's South Bank.

Namco Station is billed as "Europe's Largest Interactive Entertainment Experience", and is housed inside the historic County Hall building, right next door to the London Aquarium. It's not quite the same scale as Segaworld ("The World's Largest Indoor Theme Park") but includes similar attractions. Alongside the video games and simulators, there is an American Pool Salon, 'Turbo' Bumper Cars, and 'Techno' Bowl – featuring speciality 'black-lane' alleys. The venue also has an underground dance floor which could make Namco Station a cool nightspot. If you fancy paying a visit – and you should – Namco Station is open from 10:00 am to Midnight every day, and can be found at County Hall, Riverside Building, Westminster Bridge Road, London SE1 7PB. For more details phone: 0171 967 1066, or fax 0171 967 1060.



CURSE OF THE EGG CRAZE



Asian politicians are calling Tamagotchi a social curse. Why? Because the biggest video game system in all the world isn't PlayStation, it's Tamagotchi! You know it, and the guys flogging crap imitations know it. This is getting to be such a problem that in South Korea there is a government ban on Tamagotchi in schools. Same goes for some schools in Hong Kong and Thailand. Another popular complaint from Asian officials is that Tamagotchi is a pretty poor, fairly premature introduction to the concept of death. (It can get pretty upsetting we suppose...). Bandai, the company responsible for the original Tamagotchi, have the answer – Angel Tamagotchi. Instead of dying, Angel Tamagotchi floats up to virtual heaven to enjoy eternal life. It's expected that 40 million Tamagotchis will have been sold worldwide by March 1998. 40 million!!!

SEGA SIGN UP FRENCH DEVELOPMENT TEAM

Adeline, responsible for PC titles *Little Big Adventure* and *Time Commando*, have been bought by Sega.

The 23-strong team will go under a new name, No Cliche, and no doubt offer a wealth of experience necessary to drive Sega's forthcoming Power VR based console. *Little Big Adventure*, especially, is an impressive measure of No Cliche's ability. This is good news for Sega.







TEKKEN TREADS NEW BOARDS



Yes it's true, Namco's cool *Tekken* fighting game series is the main influence behind a new major dance production!
Union Dance company are currently on tour with a performance called Dance Tek Warriors, which has been widely acclaimed by dance experts: "Urban poetry in movement.", said The Observer. "Stylish, bubbling with vitality and fun... too good to miss.", according to The Sunday Telegraph. This isn't the first time Union Dance have incorporated martial arts into their routine, as Capoeira (Eddie's style in *Tekken 3*) has featured before. It's not the first time video games have been used to theme dance either, as the Dragon Quest series of RPGs has been interpreted as ballet on a couple of occasions in Japan. Expect the work of this multi-racial, street dance company to be a lot more hard-hitting! Dance Tek Warriors premiers at the Queens Theatre, Billet Lane, Hornchurch on October 13th (tel: 01708 443333), then continues on a nationwide tour. Go, if you think you're hard enough!

BANISH BATTERY BLUES WITH UNIROSS

Buying batteries to ensure your computer games stay in full working order can be an expensive business. You can easily spend hundreds of pounds on throwaway batteries in a year.

The Uniross CX200 charger will banish your battery blues and save you money. It comes complete with four rechargeable RX6 (AA) batteries which you can charge up to 1000 times. It is ideal for use with games which use RX6 batteries and can also be used with most battery-powered household appliances.

The Uniross Musicmate battery and charger battery set retails at £9.99, but we have ten to give away to the lucky winners who answer the following question correctly:

Q: How many times can a Uniross rechargeable battery be charged?

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[YOU KNOW WHERE TO GO!]



The most recent Bank Holiday here in the UK saw Comet unveil their all new Game Zone in over 203 stores around the country. With the video games market currently booming and the arrival of N64 to complete the trio of super consoles, Sony, Sega and Nintendo are pulling in punters from all corners of the globe. And even though the 'try before you buy' cliché is an old one in video game circles, it's still a



reassuring to know that what you are about to splash your reddies on is a worthy purchase. These are the main reasons behind Comet's investment in creating an all new Game Zone inside their branches.

The zones will feature pods sporting each of the three major consoles, allowing you test the latest games on each format. The test stations will also have adjustable height and screen controls to suit your needs. With Comet's own research showing that football, racing and adventure themed games are the most popular in Britain at the moment, it's a fair bet to think that the majority of titles on show will feature somewhere in those brackets.

And when you consider that the PlayStation sold nearly one million units in the run up to Christmas, launching them just before the companies start their advertising blitz on the the industry seems like a very wise move. As we mentioned, the Comet Game Zone will be in the majority of stores as you read this, so why not trundle on down and have a look.

[THE ALL NEW RESERVOIR DOGS PAD!]



How do you fancy playing with a glow in the dark PlayStation pad? Maybe a combat pad for those tricky moments in the heat of battle? Or how about the blood splattered controller to show what happened to the last person who dared to challenge your gaming skills? Peripherals manufacturers Fire have made this possible! They also have a nifty gadget which allows you to attach small sticks to the pad to allow greater control for racing games. All the controllers are available now from Fire, and you can give them a call on 01302 322061 for further enquiries.

WIN £1000 OF GAMES WITH CVG AND TWIX!

CVG has teamed up with TWIX for the Twix Junior Gamesplayer of the Year Challenge! And if you reckon you've got what it takes, that prize could be yours!

PREPARE TO QUALIFY!
The date for the thrilling final is Saturday 25th October (half-term week). at the Virgin Megastore, Oxford Street. However, to get there you first have to qualify! There are three categories – PlayStation, Nintendo 64 and Sega Saturn. Choose one and write on the coupon below, your best times for the following tracks:

SONY PLAYSTATION – RAGE RACER – THREE LAPS OF THE LAKESIDE GATE COURSE IN TIME TRIAL.
NINTENDO 64 – MARIO KART 64 – THREE LAPS OF KOOPA TROOPA BEACH IN TIME TRIAL.
SEGA SATURN – MANX TT – REVERSE MIRROR VERSION OF THE TT COURSE IN TIME ATTACK.

Make the top seven in your category and CVG and TWIX will bring you to the Virgin MegaStore for the final. Here you'll face the other seven competitors from your category (the other six qualifiers PLUS last year's champion!) in a head-to-head challenge on the qualifying game.



THE PRIZES

RUNNERS UP!
Everybody who qualifies for the final receives a *Mechwarrior 2* jacket and a box of TWIX!

THE WINNERS
The top three winners will each receive £1000 of games for their chosen Challenge console. PLUS £100 of Virgin Megastore vouchers. AND a year's supply of TWIX!
NOTE: ENTRY IS RESTRICTED TO PEOPLE UNDER THE AGE OF 18.

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ADDRESS ____
PHONE NUMBER ____
CHOSEN MACHINE/ GAME:
PLAYSTATION/ RAGERACER ☐ NINTENDO 64/ MARIO KART 64 ☐ SATURN/ MANX TT ☐
BEST TIME:
NOTE: You can photocopy the coupon and enter as many times as you like, but you must send five TWIX wrappers with each entry.
Any wrapper accepted, no purchase required. All entries must reach us by Oct 10th 1997

[HMV/CVG CHALLENGE No.2: LONDON FINALS]



Fighter aces who taught Andross a lesson he'll never forget at the *Lylat Wars* heats are hyper-spacing to London this month. Here, in the nation's capital, they'll be competing to win a Nintendo 64 demonstration pod by once again proving their mastery of Lylat Wars, mission one. Sky Television will be there to cover the event, which means you could be on the box! Just make sure you get there early, brush your teeth, and wash under your arm pits for the occasion.

As you may already know, *Lylat Wars* is the new name for *Star Fox 64* in the UK. The game will not be released at the time of the finals, so if you want to get 'hands on' before launch in November, this is your last chance. *Lylat Wars* is as thrilling to watch as it is to play, so this final will be one to remember. Be there, or be renamed *Lylat Wars*.

THE DATE: 20 SEPTEMBER

THE TIME: 3:00 PM

THE PLACE: HMV GAMES, TROCADERO BRANCH







Harry and Justine are fictitious characters (we made them up for fun). Livecash is available to 11-15 year olds. Livecash cards are available to 13-15 year olds. 24-hour access is only available with the Livecash card. Issued by Midland Bank plc.

Justine tells us:

"I love Livecash, it means I can get chart CDs for only £9.99"

Harry (of Harry's Sounds)* **hates** *Livecash. He wants Justine to come to his shop and pay the 'proper' price.*

* Harry's Sounds is one of those sad little suburban record shops, with a hand painted sign outside. Harry claims to have been a roadie with Jethro Tull during their 1971 'Aqualung' tour, and resents stocking anything post Mungo Jerry. He also spitefully slaps huge fluorescent price stickers over the track list (which never peel off in one go, and always leave sticky marks)

[Excerpt from – 'The Harry's Sounds Experience']

You can call Harry on **0990 67 33 04**
but it'll cost you 20p a pop

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THE GOLDEN JOYSTICK AWARDS

**THE 1997 GOLDEN JOYSTICKS AWARDS SPONSORED BY HMV
AND IN ASSOCIATION WITH NINTENDO 64 AND SONY PLAYSTATION**









Your big chance to let the people who make the games know how much you appreciate their skill; to tell us what you appreciate about our magazines, and win yourself an incredible prize!! In other words, The Golden Joysticks 1997.

We're sure that you care a lot about video games, otherwise what are you doing reading CVG?! The Golden Joystick awards are designed to respect what matters to you as best we can. The awards are your opportunity to recognise those people who provide you with the best games, and the best gaming information. Take a look at the categories listed below, and decide for yourself who or what have been responsible for making games even cooler from 1996 through 1997.



You could win a large screen TV worth over £1000 just by voting in the Golden Joysticks 1997! Not only that, but four runners-up will win HMV vouchers to the value of £100, which could be used to stock up on games or anything else which takes your fancy. What are you waiting for? Get those entries in now! TORA! TORA! TORA!

★ SOFTWARE CATEGORIES

BEST-LOOKING GAME
The game blew you away with its visuals. Consider variety, speed, detail, clarity, colour, and style.

BEST-SOUNDING GAME
They told you to turn it down, but you couldn't hear them above the awesome noise from your speakers!

FAVOURITE GAME CHARACTER
Name the one character which you secretly spend ages scribbling, or have bizarre dreams about. We know you do it!

PLAYSTATION PLUS BEST PLAYSTATION GAME
A tough category since there are so many big PS games. Only you know which one you've played the most.

SEGA SATURN MAGAZINE BEST SATURN GAME
When Sega pull out all the stops, they produce magic. Name the Saturn game which had you spellbound!

NINTENDO MAGAZINE BEST NINTENDO 64 GAME
Maybe you won't all vote for *Mario 64*, there's always that possibility. Surprise us here, why don't you.

MOST ORIGINAL GAME
Considering everything you've seen or played in the last year, decide which one could be considered truly unique.

CVG BEST PC GAME
Quake, right? Well it doesn't have to be. Consider the wide-ranging potential of a PC, then decide which game made the most of it.

CVG GAME OF THE YEAR
The one category only CVG readers can answer – of all the people in the world! The game that changed your life this year is...

★ MAGAZINE CATEGORIES



BEST-LOOKING PAGES
Our designers work through the night to present games in the best possible way. Name the feature which made the game you adore come to life.

SCOOP OF THE YEAR
CVG is all about breaking the hottest video-game news stories. Name the one which took you days to recover from.

BEST REVIEW WRITER
Of all the writers from the EMAP magazines (the titles are mentioned on this page) whose words do you value the most?

★ GAME INDUSTRY CATEGORIES

BEST AD
There have been some games ads recently which have been genuinely cool. A miracle! So, billboard or TV – whose ad made you go 'Wow'!

BEST DEVELOPMENT TEAM
These people make the games you play. Some are so skillful they deserve to become superstars.

BEST SOFTWARE HOUSE
Companies who make sure the best games are made available to UK players. For example Virgin, or Acclaim.

YOU'RE A WINNER!

Maybe voting for your favourite video-game related things isn't incentive enough. So we're offering a major prize to the person whose nominations come closest to the official winners. Exactly what this prize will be is yet to be finalised, but rest assured it will be very cool (and worth a fair bit). Closing date for entries is 21 October 1997. The results will be printed in the January 1998 edition of CVG.

★ SOFTWARE CATEGORIES

BEST-LOOKING GAME (1)	
BEST-SOUNDING GAME (2)	
FAVOURITE GAME CHARACTER (3)	
PLAYSTATION PLUS BEST PLAYSTATION GAME (4)	
SEGA SATURN MAGAZINE BEST SATURN GAME (5)	
NINTENDO MAGAZINE BEST NINTENDO 64 GAME (6)	
MOST ORIGINAL GAME (7)	
CVG BEST PC GAME (8)	
CVG GAME OF THE YEAR (9)	

★ MAGAZINE CATEGORIES

BEST-LOOKING PAGES (10)	
SCOOP OF THE YEAR (11)	
BEST REVIEW WRITER (12)	

★ GAMES INDUSTRY CATEGORIES

BEST AD (13)	
BEST DEVELOPMENT TEAM (14)	
BEST SOFTWARE HOUSE (15)	

NAME	
AGE	
TEL. NO	

★ **SEND ALL ENTRIES TO: GOLDEN JOYSTICKS COMPUTER AND VIDEO GAMES 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON, E14 9TZ.**

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Under no circumstances can we replay personally to any of your letters. Not for money, or even if you're a beautiful girl. Damn.

MAILBAG.CVG@ECM.EMAP.COM





Only one page of Mailbag. Don't say you didn't notice! Reason is we've just got too much else to show you this month, so we had to eat into this section with the Golden Joysticks.

TAMAGOTCHI TORTURE!

Dear CVG,
What a good magazine you have, running with the best news and best of all *Tamagotchi* news and ideas. My brother has found the best way to kill a *Tamagotchi*. He put it in a bowl of water which killed it instantly, turning it back into an egg. It has now fallen into a coma and none of the buttons work. But thanks to the man in the shop he got his money back. He now lives in a cardboard box in his room crying, because the shop couldn't give him a new one.

Ghostface Killah is my latest creation, and I even had to take him into my GCSEs. I have today joined Jaime's record of 18 years old. Perhaps you could start a record of the best age achieved by readers and the CVG lot. Every person I hear says my computer's better than yours, but I think my Tamagotchi is the best.

I have found a cheat that although you may know, your readers will not know of. Although I did not use this method for my latest creation I have managed to find a new type of alien. To cheat go onto the time screen and press A and C to change the time. Change the time to bed time and put him to sleep. Now change the time to 9.00 (or when yours wakes) and he will gain a year. This can be repeated at 30 years old and the alien will change. Please start a monthly feature.
Tim Wolfe-Murray, Ashford.

CVG: *Sorry about your brother's Tamagotchi. Obviously throwing the little feller into a bowl of water wasn't what we had in mind! We do have a monthly Tamagotchi feature, it's called Tamagotchi Farm and it's in Editorial!*

THE *V-RALLY* MYSTERY

I noticed upon reading your #189 August '97 edition preview of *V-Rally*, the screenshots has minor differences from the *V-Rally* that I have. Is this a demo or foreign version you have been play testing. For example: your screenshot says you can change between snow, asphalt and gravel, whereby the version I have does not have this. And in your screenshot, night driving against competitors, the road is totally dark where as in mine, only one player TT has this total night driving. Can you explain the reason for differences and if you are playing a demo I think you bring this out to your readers as I know they are probably wondering the same thing. Also if this a demo why did they take this night driving option away from the final release?
KMC@kops.demon.co.uk

CVG: *The version handed to CVG for review was obviously very different from the one which went on sale. Inside sources have revealed that certain features were 'jamming up' the game, so had to be removed. These weren't so minor either: the analogue controller isn't compatible, and the link-up option is not included. The reason you can't change tyres in the finished game is because Ocean decided that the simulation aspect didn't quite fit into the overall feel of the game. If you still have any worries, there's a helpline number in the instruction manual.*

HAPPY AS A PIG IN POO

Dear CVG,
Please take a seat, as I am about to say something outstanding; a sentence so ironic that it will blow your balls off. "I've heard that one before" I hear you say (and you have my pity if it's true) but I guarantee that you haven't, here goes:
"I am a Saturn owner and I am glad it is doing poorly in the console market!"

Yes, that's right. The fool said it. But it's true. I believe that the Saturn's failure to penetrate the mass market has been for the better. Had it been accepted as well as the PlayStation has been, I doubt we would have seen the likes of *NiGHTS*, or *Panzer Dragoon Zwei*. Instead the Saturn market would have been flooded, nay drowned in dull, predictable games, much like Sony's position now.

If the Saturn had been launched with all the best games it has now, the market share index would be totally the opposite of what it is now. Just imagine if people had bothered to learn how to program from the beginning and instead of *Virtua Fighter, Daytona, Clockwork Knight, Panzer Dragoon* and *Victory Goal* being the launch titles, we could well have had *Fighters Megamix, Sega Rally, Sonic Jam, Panzer Dragoon Zwei* and *Worldwide Soccer*. Each of these titles being the pinnacle of their respective genres.

However, this was not so and because of Sony's position in the market a new breed of gamers have evolved:
"The ÜBER SATURN GAMERS".

This species appreciates more than just a see-through vapour trail or an all-way-through commentary. They are not impressed by bucket-loads of FMV or "bangin' choons" in games. Instead we ÜSGs (as I refer to them) demand precision and hard core gameplay. We know in our heart that Saturn is home to the very best and most original games, far above anything on rival "machines". The Saturn has proved itself more than worthy of a place in every home in the world!

Of course this is a very exclusive club; members include people like Ed Lomas, Tom Guise, Richard Leadbetter, and myself. I shall finish with our club meeting...

Long live the Saturn,
May it continue to have a minority market and thoroughly ass-kicking games!!!

Thank you for your time. I hope your readership agree with my points.
Craig Ward, Lincolnshire



Über gamers assemble! The coolest gaming dudes around. And they don't sing.

Tom: *For Sega fans I don't think the Saturn's 'failure to penetrate the mass market' has been for the better. The Saturn now seems to have a limited future, with Sega already working on a new machine. The PlayStation, on the other hand, looks far from reaching the ceiling of its capabilities. If the roles were reversed, we might well be seeing the Saturn continuously pushed to new limits. I love my Saturn and I want Sega to be successful (so they keep bringing out ace software), but I don't deserve your ÜBER SATURN GAMER moniker. I'm in awe of PlayStation stuff too, like Rage Racer and Time Crisis.*



Ed: *It's stupid to say that a console doing badly with great games is a good thing. I honestly don't care what system a game's on as long it's good fun, and there are loads of things I'm looking forward to on all the machines. I just appreciate the work that goes into a lot of Sega's Saturn games more than most people. Your club sounds dumb so I won't be in it, thanks.*



Rich: *By my special dust-gathering gauge (N64, about 2mm, PS around 4mm, Saturn 0mm) it would appear that I agree with some of what you say. Rage Racer and Time Crisis impressed me, but not enough to make me want to take those games home. N64? Well Goldeneye intrigues me, making it the first game I've wanted to play since WaveRace. With Saturn though, the likes of Last Bronx and Marvel Super Heroes are only the latest in a long line of games that have graced my home machine. And there's more ace stuff to come - all EXCLUSIVE to Saturn (VF3, X-Men vs Street Fighter, Quake etc). However, your minority market argument is blown out of the water, through the stratosphere and into a neighbouring star system when you consider the mass market appeal of the Mega Drive, which certainly didn't lack "ass-kicking games". As for being a member of your ÜBER SATURN GAMERS association. Well, all right, but I draw the line at singing your preposterous "anthem". Now I grow tired of this insolence.*

STAR ★ LETTER

I DREAM OF SPICE GIRLS



Dear CVG,
I had a dream yesterday about the Spice Girls being made into a computer game!!!
Edward Yau, Hogganfield

CVG: *You won't have to dream about it for too much longer Edward. Please give us a call about your software prize.*



Headmistress before

How to refresh a head's head.

Now then boys and girls pay attention....
or you'll feel the back of my hand.
Do you have a headteacher like this? Someone who could really do with a bit of **Tizer bonce refreshment**? Just look how one exposure on **THE CHART SHOW** spiced up this old battleaxe.

the CHART show

Or maybe you've got a sad mate, even a dull dinner lady? Yep? Well simply send us a photo of them 'coz we're exposing the most desperate cases during **THE CHART SHOW** every Saturday morning on ITV. Send all photographs along with both yours and the **saddo's** name and address *(quiet at the back please)* plus a Tizer ringpull or bottle top, to ***REFRESH SOMEONE'S HEAD, FREEPOST SL966, SLOUGH, SL1 5BT.***

And by the way, everyone who sends us a photie receives a **FREE Tizer Sabotage Pack.**

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Headmistress after

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PlayStation

FIGHTING GAME | BY ARIKA | OUT NOW (IMPORT) | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY CAPCOM TEL IMPORTER

One of the most underrated *Street Fighter* games hits the PlayStation! And proves to be a lot more than just a normal arcade port-over!



A 3D polygon-filled *Street Fighter* game was something the public had been calling for ever since *Virtua Fighter* and *Tekken* hit the scene. The rather fickle games-playing masses had been wowed with graphics rather than gameplay. And despite the fact that any *SF* was, and still is, one of the most addictive games around, polygons won over sprites in the popularity stakes. And so *Street Fighter EX* was born! The PlayStation version is unique compared to other arcade conversions, in that a wealth of console-only features have been added. Extra characters, new playing modes and secret bonus games are just some of the awesome new elements, and rest assured, we'll be highlighting them all to you in the coming months!

ALL-NEW CHARACTERS FOR HOME VERSION!

The standard array of new playing modes obviously weren't enough for the people who coded the home version of *EX*, as they stuck in a few new characters as well! Sakura and Dhalsim have both been added to the home version, but in all truth only one of them is worth playing as. Check out a few of the other secret characters in the game as well!





DHALSIM

Sadly not as effective as Sakura, but still a nice character for novelty value. He now has an air super move and his teleport is succeeded by a strange ripply effect. His speed still lets him down though.



Even the huge frame of Zangief is no match for the Cycloids. This air throw is activated by hitting punch when both fighters are aside each other in mid-air.



EVIL RYU

He had many PlayStation owners going green with envy when they found out he was only in Saturn *SFA2*. The evil version has a Firecracker move, a Super Dragon Punch attack and a teleport move.

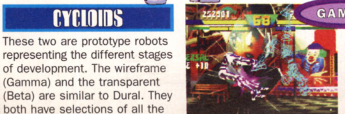
SAKURA

Don't be fooled by the schoolgirl attire, Sakura is one tough cookie! She has retained all of her moves from *Alpha 2*, with the 5-hit Dragon Punch still being her most effective weapon.



CYCLOIDS

These two are prototype robots representing the different stages of development. The wireframe (Gamma) and the transparent (Beta) are similar to Dural. They both have selections of all the other characters moves.







BACK TO AMUSE YOU!

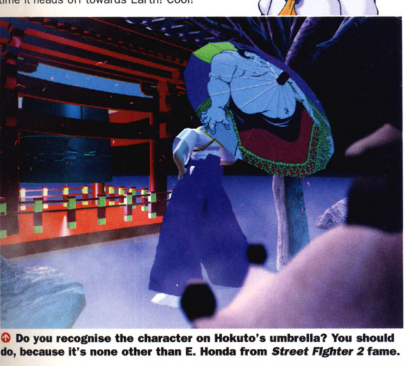
The background explosions have become an even bigger way of showing off even, than finishing with a 12-hit combo. The satisfaction gained from seeing the screen explode under your Super Dragon Punch is one of smug pleasure. The finishing explosions for *EX* have undergone a little change as well. Whenever you kill someone with a special attack (fireball, dragon punch) you get the same flashing background as *Alpha 2*. Slightly more impressive is when you finish with super move, because you get a small meteor flying through space. A level three finish is shown by the same meteor, only this time it heads off towards Earth! Cool!









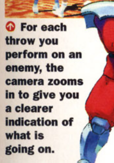


Do you recognise the character on Hokuto's umbrella? You should do, because it's none other than E. Honda from *Street Fighter 2* fame.





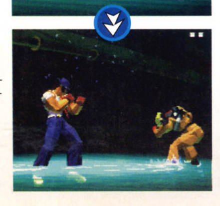




For each throw you perform on an enemy, the camera zooms in to give you a clearer indication of what is going on.

COMING THROUGH!

Another new feature to *EX* is the Guard Breaker. Every fighter has one and it's a very useful way to break through an enemy to start a combo. By hitting any kick and punch button of the same strength, the screen will dim for a moment and your character will charge up for a split second. He or she will then unleash an unblockable attack that pierces through anybody attempting to guard against it. The only catch is that it uses one bar from your Super-Meter so use them sparingly.



THE ULTIMATE TEST OF SKILL!

Even though the main game is top in itself, it is extremely well complimented by the Expert Practice mode. Basically, this is an ultra tough training mode, but one which holds multiple benefits should you manage to complete it.

1. You have the choice of all 19 initial characters and each of those have 16 moves or combos to carry out. Each move is given a rank from E to A, with A being the toughest.
2. Once you have carried out this move, you're given a set amount of points and progress onto the next one. The first five are the standard special moves (fireballs etc) and the rest become more and more complicated combos and chains after that.
3. As you go to select a character, you'll notice some faces of the secret characters on the right of the screen that are blacked out. Once you have reached 100 points, the bar will rise above the character, and they'll now become selectable in the main game. There are a total of seven secret fighters to get.
4. The ultimate challenge is to complete every character's moves to clear the screen. But what do you get for that? All will be revealed next month when we should have the British version for review!



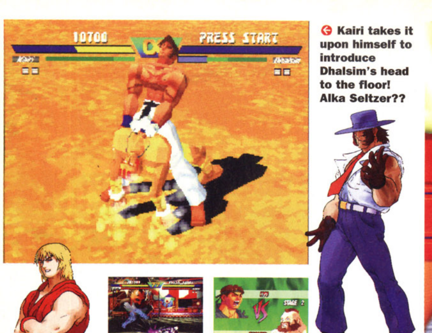




NEW EX CHARACTERS FOR THE PLAYSTATION CONVERSION!

COMING SOON





Kairi takes it upon himself to introduce Dhalsim's head to the floor! Alka Seltzer??



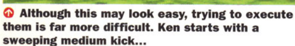
CHAIN REACTION!

Although *EX* doesn't have a revolutionary new combo system or anything like that, it has been made easier, as it's now possible to string almost any moves into Special and Super Attacks. Timing is crucial when attempting the latter, as it is best to try and let the Super gain a couple of hits before finishing the motion for the next attack. The first super will cause your character to flash yellow. Chain a second onto that and you'll flash green with the final attack resulting in a red glow around you. Not only does it look impressive, but can also drain untold amounts of energy if done correctly.

STANDARD INTO SPECIAL CHAINS!

Two-in-ones have been in *Street Fighter* games for years, but in *EX* a whole load of moves can be chained together. Most notably sweeping medium and hard kicks can now be linked with Dragon Punches for combos.



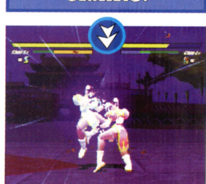


Although this may look easy, trying to execute them is far more difficult. Ken starts with a sweeping medium kick...



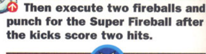
...and immediately follows this up with a Dragon Punch. True masters can stick a Super Fireball on the end!

SUPER MOVE CHAINS!



Chun Li begins her combo with two fireballs and kick for the Thousand Rending Kicks.

Then execute two fireballs and punch for the Super Fireball after the kicks score two hits.



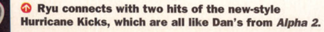


As soon as she starts to produce the fireball, you must move into another Rending Kick.

SPECIAL INTO SUPER CHAINS!

In a way, these are easier to do than the new two-in-ones! Being as most of the Supers are just extensions of a special move, chaining a hurricane kick into a super hurricane for instance, is very easy.





Ryu connects with two hits of the new-style Hurricane Kicks, which are all like Dan's from *Alpha 2*.





And because you perform the same motion for every hit, the Super Hurricane is activated!

I'M THE FIRECRACKER!



Gouki's Firecracker move from *Street Fighter Alpha 2* is one of the most powerful in the game. Anything that does at least 60% percent damage should you get suckered in, has got to be pretty nasty! For *EX*, not only have they beefed it up a bit (you see Japanese symbols fly around the screen) but another five characters also have one! Sakura, Skullo, Kairi, Evil Hokuto and Evil Ryu all have them. Skullo's is pretty impressive as it flashes each hit from various camera angles around the arena, in a similar fashion to *Star Gladiator*. Cool!















A guard breaker leaves enemies susceptible to rear attacks.



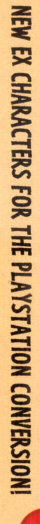
This spin kick is a very useful way to finish off a combo.



Once Garuda gets close, his spikes and speed will maul you!









SLIP SLIDING AWAY!

Remember that if you are playing as Gouki or Evil Ryu you have the ability to teleport away from your opponents attacks by moving towards or away from the camera. In the previous 2D games, Gouki and Ryu would teleport through an opponent, but now they rotate 90° clockwise or counter-clockwise depending on whether a kick or punch button is used. The way to perform them is a reverse Dragon Punch pad movement, followed by all three punch or kicks.

FINAL ROUND... FIGHT!

As arcade conversions go, this is ranks as one of the best. And with all the extra modes, *SF EX Plus Alpha* could be another Capcom classic. We'll have all the details when we review the British version in a couple of months. Stay tuned!





The universe's most amazing super heroes are in the same place at the same time – your console! Right now!

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MARVEL SUPER HEROES™

Capcom are the reigning kings of fighting games. They've managed to create some of the best-known characters in video game history, and have given them all strong personalities of their own. Just imagine what they could do if they were given the opportunity to use a bunch of incredible comic book heroes who had been around for years in one of their games... oh wow! Thankfully, it's happened! Capcom have captured the epic battles from Marvel's comics and put them in the most over-the-top fighting game ever! With the addition of new powers and the magical Infinity Gems, *Marvel Super Heroes* can't fail! It came out in the arcades nearly two years ago, and gamers have been gagging for home versions ever since. Finally, they're coming!

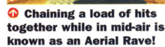




SUPER HERO SUPER COMBOS!

You may have heard some games fans (including us) describe *X-Men: Children Of The Atom* as a "shake-out" game. This basically means that it's possible to hold the pad, tap the buttons, wiggle the pad around and shake out an enormous combo attack without really knowing what you're doing. While this is still possible in *Marvel Super Heroes*, the combo system is a lot more detailed. The "Chain" combos of *Street Fighter Alpha* and *Night Warriors* are possible, only this time it's also possible to do them in the air! Some moves can be interrupted part way through so that special attacks can be done by surprise, all adding more techniques to be mastered!



Chaining a load of hits together while in mid-air is known as an Aerial Rave!



Blackheart can get a six-hit combo with a simple standing kick attack!



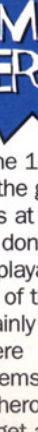
DR. DOOM

Dr Doom can fire lasers from his fingertips!



MARVEL SUPER VILLAINS!

As well as the 10 super heroes available in the game, there are two evil super villains at the end! At the moment we don't know if they are going to be playable characters in the final version of the game, but we certainly hope so! If you were having problems beating the heroes, wait till you get a load of these guys!





Thanos uses the Infinity Gauntlet against you!





Here, Captain America is about to use his Time Gem just as Blackheart electrifies the floor!



Web Swing! Spider-Man and Captain America battle it out in a Stark Enterprises building!

THE INTERACTIVE COMIC-BOOK!

Marvel Super Heroes' graphics are definitely the best in a home 2D fighting game yet! The detail that has gone into the look and animation of all the heroes is unbelievable! The characters are enormous – Blackheart is so tall that he even covers part of his energy bar at the top of the screen – and their movement conveys all of their characteristics of the comic books! The graphics are even more amazing when you consider how much is going on at once, as two giant fighters jump around the place, throwing all manner of junk at each other! The final versions will hopefully be even better! Phwoar!



THE BACKGROUNDS

As you'd expect each super hero has their own background, all of which are amazing to look at! Some of them have more than one section, and they all have loads going on while you're fighting.



Spider-Man fights on a moving ledge on the outside of a skyscraper! Reflections of other buildings and other scenery are visible in the mirror windows!



Psylocke does most of her fighting on top of this fast-moving train on its way through Tokyo!

THE RAM CART

The reason the Saturn version looks considerably better than the PlayStation version at the moment is because it uses the RAM cartridge for extra 2D power! When the game is played with the cartridge in the slot, the animation is more than doubled in most places so that it's pretty much the same as the arcade version! Even without the cart the Saturn version looks better, mostly down to the fact that the machine has slightly more internal RAM than the PlayStation. Because of this, all of the screenshots in this feature were done with the Saturn version of the game.

Without the cartridge, each character has only three standing animation frames (the same as *Street Fighter Alpha 2*) but with the extra RAM, they move too smoothly to count! Normally the fighters only have a single crouching frame of animation, but with the cartridge they can be seen to breathe and move subtly all the time! Gorgeous!



Wolverine's stage is this wooden bridge across a raging river. As the fight goes on, the supports get damaged...



And the bridge drops all the way to the bottom! Once it's landed in the water, it floats downstream like a giant raft!

At the end of the fight, the winner jumps from a waterfall onto this rock! Salmon jump around in the background to celebrate!



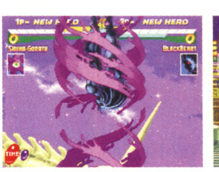
The giant skeletons in this background can be smashed to bits!













THE UNCANNY INFINITY BAR!

As with the Super bar in the *Street Fighter* games, *Marvel Super Heroes* has an Infinity Bar which charges up with each special attack and combo. The energy in this bar can be used in two different ways:

INFINITY POWERS

Every character can use their Infinity Bar to perform Infinity Powers – the most incredible special attacks ever seen in a video game! Each one uses a whole length of the bar, but when used properly they can be devastating!

Hulk charges himself up, jumps into orbit, then smashes a massive asteroid on his enemy's head! Zoinks!



Iron Man summons, then fires his Proton Cannon, hitting up to 30 times if not blocked properly! Unbelievable!

INFINITY COUNTERS

The Infinity Bar can also be used to perform Infinity Counters. Done in the same way as Alpha Counters in the *Street Fighter Alpha* games (roll from Back to Down and press Punch). Using a whole level of your Infinity Bar, your hero blocks an attack, charges themself up, then hits back with an extra-powerful special move!



Hulk blocks Psylocke's attack and initiates the Infinity Counter...



Everything freezes for a split-second as he charges himself up...



And BAM! A powerful special attack with no time to block! That'll teach her!



The super heroes can taunt one another in the middle of a fight!



Infinity Counters use lots of precious power, but can really save your skin!



THE AMAZING INFINITY GEMS!

It's possible to think of *Marvel Super Heroes* as the sequel to *X-Men: Children Of The Atom* but *MSH* has a lot of features not in *X-Men*. The Infinity Gems add more to the game than you may think at first, with each of the six types having their own magic power. The gems appear during a fight when certain attacks hit, and it's possible to hold up to six at a time. If your opponent is carrying a gem you particularly want, bash them around the head until they drop it! You can switch between gems by pressing two shoulder buttons together, then perform a quarter roll backwards and hit all three punches to use the gem's special power! A bar appears in the corner of the screen to show how much powered-up time you have before the gem wears off.

POWER



Makes all of your moves more powerful than usual for as long as the bar is on screen.

MIND



Your Infinity bar constantly refills. You can get almost three Infinity moves from this gem!

SOUL



Makes your energy bar fill itself up all the time. Useful when you're nearly finished.

REALITY



Gives everyone a load of projectile attacks like fireballs and deadly icicles!









Each character has one Infinity Gem which is particularly useful to them. For example, when Blackheart uses the Reality Gem he goes completely invisible for a few seconds! This adds more skill to the fights, as players battle to get hold of their favourite Gem and use their special power!





TIME



Speed up! Makes all the characters move much faster than usual for a while.

SPACE



Gives the player Super Armour, meaning that damage from all attacks is reduced.



If the Captain uses the Power Gem, shadows follow all of his moves, making them hit even more times than usual!



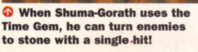
Spidey's Power Gem gives him a mirror image who attacks with him, much like Morrigan's special move in Night Warriors!



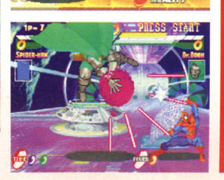




The Space Gem turns Juggernaut grey and makes him almost invincible!



When Shuma-Gorath uses the Time Gem, he can turn enemies to stone with a single hit!

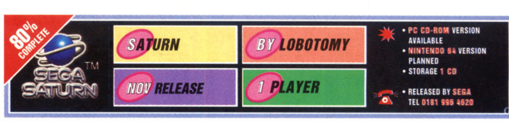


SEE YA IN THIRTY!

Marvel Super Heroes should be out in Japan by the time you read this! Hopefully we'll have a review of the final UK version of the game in the next issue, but that's not guaranteed yet. Either way, you can be sure that we'll be covering this (literally) Earth-shattering game in the very next issue of CVG! Sufferin' shad!



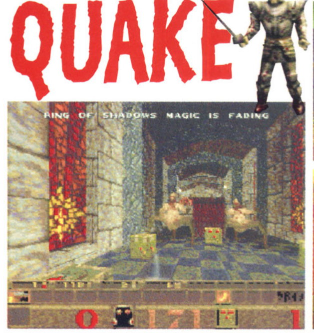




If *Super Mario 64* and *Quake* – two of the greatest games ever – got in a fight, who would win? *Quake*, of course! Therefore it's the best video game of all time!

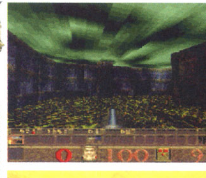
QUAKE

Q*uake* is one of the best games ever made, no doubt about it. The PC version was released over a year ago and is still played daily by thousands of people on the internet. The amazing technology showed just how brilliant PCs can be for games, and the gameplay was tuned to perfection. The movement of every item in the game, the speed at which each weapon reloads, the damage done by the weapons, it was all fine-tuned through months of playing the game. So it's not surprising that console owners have been demanding a version of *Quake* that they can play without spending thousands of pounds on a big PC. The first console to get the game is the Saturn, and it's apparently going to be the only 32-bit machine to have *Quake*, seeing as no-one has managed to make a good enough version on the PlayStation. Just look what Lobotomy have done with the Saturn!





The excellent Ring Of Shadows makes you invisible and your weapon translucent!





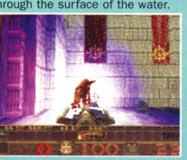
Lobotomy are geniuses! Just look at the effects they've added!

GRAPHICS TO MAKE YOU QUAKE!

As we've explained before, the way Lobotomy have managed to get Saturn *Quake* looking so good, is by modifying the brilliant game engine they developed for *Exhumed*. The new engine is not only powerful enough to run *Quake* quickly and with almost all the level detail in, but it also allows real-time coloured lighting not in the PC version! Some of the effects created with the lighting are amazing, and are a real showcase for the Saturn itself!

Whenever a weapon is fired, the muzzle flash lights up the surrounding area, while the rockets have flames on the back of them, which cause moving orange glows to light the level up! Power-ups such as the Quad Damage and Pentagram of Protection cause the player to glow blue and light up anything near them! There are also some brilliant ambient lighting effects, such as moving light coming through the surface of the water.

Explosions from the grenades and rockets light the surrounding walls and floor with an amazing orange glow!

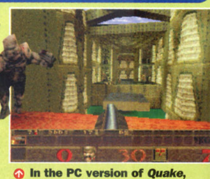


The Thunderbolt lightning gun makes a brilliant light blue flash whenever it's fired! It's the best looking weapon!



THE QUAKE WORLD

It's likely that the Nintendo 64 conversion of *Quake* will have to be cut-down slightly to fit the complex levels onto the relatively small cartridge. No such problem with the Saturn version, as every single one of the PC levels is going into the game, with the possibility of more being designed and added by Lobotomy themselves! Some parts of the levels have been changed slightly, to make the game run smoother, though they're never big enough changes to ruin the feel.



In the PC version of *Quake*, pressing the switch makes a bridge slide out. On the Saturn, the player must jump on a moving ledge across the acid.













The architecture of some of the levels is truly fantastic!



The Pentagram Of Protection makes you glow bright red!

THE MINIONS OF SHUB-NIGGURATH!

The enemies are in place in Saturn *Quake* already, but their artificial intelligence is yet to be programmed in. They all look as good as we'd hoped, and all move as well as they did in the PC original. It was a possibility that the polygon count would have to be reduced to keep the speed up, but it seems as though Lobotomy managed to get them in at almost full detail! We've yet to see how Lobotomy are going to translate the enormous bosses Chthon and Shub-Niggurath to the Saturn! Here's hoping!



These Ogres carry chainsaws and throw grenades at you. More than one means trouble.



The Spawns are blue blobs which bounce around the screen and explode when shot.



These Rotfish are often found in big sections of water. They'll die in one shot.



Zombie soldiers are normally only a problem in the military base levels.

SAY HALLO TO MY LITTLE FRIEND...

Quake has some of the coolest weapons around without going completely over-the-top. They all fit in with the style of the game perfectly, and have excellent chunky sound effects!



If you have this in front of you, you're in big trouble! Find some ammo quickly!



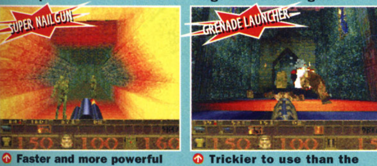
The shotgun is okay for taking out small enemies but is useless later on.

SUPER SHOTGUN

Very powerful, but fires a big spread of pellets. Best used when up close.



Twin barrels fire streams of nails. More accurate at long range than the shotgun.



Faster and more powerful than the standard Nailgun. One of the best weapons.

Trickier to use than the Rocket Launcher as the grenades bounce around.



The rockets fly very quickly and do loads of damage when they hit. Great!



Fires a stream of lightning straight ahead. Very damaging but tricky on moving targets.



The Quad Damage power-up makes you glow a really bright blue! It also makes you so powerful that you can wipe anyone out in seconds!

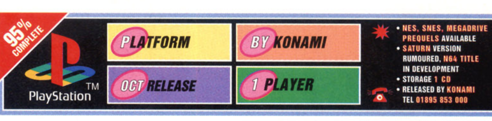


The lighting effects from the explosions are fantastic, although you don't want to see them this close up!

QUAKE WILL LIVE FOREVER!

PC *Quake* is one of the most played games around, even though it's been out for ages. We can't wait to see if the final Saturn version will be able to generate the same amount of interest even without the multi-player modes (boo!). We should have a review within the next few issues! Yee-hah!





Darkness once again falls upon gamedom as Konami resurrect the most vile of platform games. The family Belmont, and the armies of darkness return for the awesome...



Ranking alongside Mario and Sonic as one of the most successful platform series in the history of games, *Castlevania* is back, and in style! While the platform genre seems to be going through a 3D redesign, *Castlevania* is sticking to its 2D roots, for the time being anyway. Konami have delivered a game which eschews technical frippery, and relies on solid, back-to-basics gameplay. That's not to say the game doesn't look and sound amazing, because it does. Symphony of the Night is a true epic adventure, with some major twists that fans of the series will learn to love. Get your holy water and garlic ready, cos we're going vampire bustin' again!

SON OF THE BLOOD LEECH

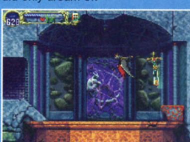
The first sign that *Castlevania* has changed during its absence, is your character – a Belmont is no longer the star of the show. The honour is given to Alucard, son of the Prince of Darkness himself. The idea hasn't changed, you still have to stop the Count, only this time you're half vampire! That's not to say you spend the game bloodsucking, you pretty much have the same role as previous Belmonts who have conquered the castle. However, Alucard has abilities that Simon and Christopher could only dream of.



Alucard in the flesh. He can move so fast he leaves trails.



Transforming into a wolf makes long-jumps possible.



The bat is useful for flying to previously unreachable areas.



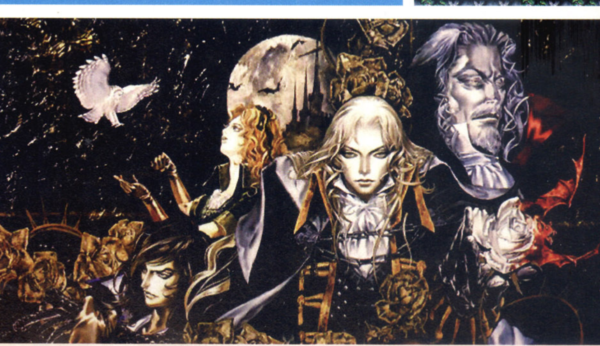
The final transformation is to mist, which allows Alucard to pass through some objects.



The librarian and his item shop.







STEP BACK IN TIME

The beginning of the game sees you transported back to the final level of the SNES classic, *Castlevania IV*! Someone once said, in order to go forward you have to go back. These worlds hold truth to the start of Symphony. Taking the role of Richter (he was originally called Simon), you must once again battle Dracula. Upon disposing of The Count, the 'final level' reveals its true purpose – it's the start of the intro sequence, a playable intro WOW!













A remake of ***Castlevania IV***. With the same hidden secrets!

A Kodak moment of defeat, to kick start the title sequence.





BATS ENTERTAINMENT!

The amount of enemies to be defeated is staggering! From common bats and skeletons, knights to zombies, hounds and mermen. And that's just the first five minutes of the game. The more you play, the more surprises are thrown up. The first bosses you encounter, crop up later as regular enemies. There are even creatures that can clone themselves! Take too long here and your work is really cut out for you!









THE CASTLE OF ILLUSION

The Dark priest Shaft (bad mother... shut your mouth), has entrapped Richter Belmont, and is in the process of summoning Count Dracula back to the land of the living. Marie Renard, girlfriend of Richter, has gone into the castle to search for her beloved. Alucard, upon learning this news, has also entered the castle, in a hope to finally end his father's terror. Gone are the levels that made up the old games, and in comes an adventure/RPG element. The huge castle is free to explore, with bosses to be defeated, power-ups and secrets to be discovered, and hordes of minions to be destroyed.

Alucard meets the friendly Maria at the important clock face.

It's quite empty here, but the inventory soon fills up, and fast!



The castle map looks huge but this is just the start!



The save points are really beautiful, but also essential as they restore your health.



Teleporters allow you to travel around the castle, without facing the minions.





SEEK AND YEE SHALL FIND

There are a wealth of artifacts, weapons, armour and the like hidden away throughout the game. No whips though – whips are definitely out this year! With the amount of items, and size of the castle, *Castlevania* now plays similar to another SNES classic, *Metroid*. Which is no bad thing. The emphasis is very much on exploration. Another big plus are the multiple endings – Will Alucard save Richter? Will he defeat Dracula? Be warned, there is a false ending which should be avoided to truly discover the wealth of the game.



Items are usually found in dead-end rooms. This useful object is the Faerie scroll.

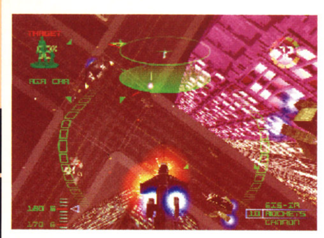


Hidden secrets are plentiful, this room contains more than just a hidden meal!

DRACULA HAS RISEN FROM THE GRAVE

The American code is almost complete, with a British release not far behind. Only minor tweaking is required, especially with some translations. Though the game is already tougher than the Japanese version! Tune in next month for the review.





95% COMPLETE

PlayStation PC CD ROM

SHOOT 'EM UP | BY WHEELHAUS | NOV RELEASE | 1 PLAYER

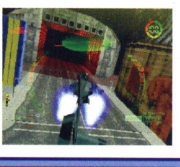
- NO OTHER VERSION AVAILABLE
- PC WITH 3D ACCELERATOR PLANNED
- STORAGE 1 CD

- RELEASED BY PSYGNOSIS TEL 0151 282 3000

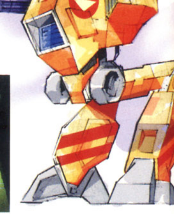
Imagine a shoot-'em-up like *Soviet Strike*, but with amazing 3D graphics in the futuristic style of *WipEout 2097*. Now you know why Psygnosis are so confident of a Christmas number one slot for G-Police.

G-POLICE

We're just sitting here, wondering how big the pile of money that Psygnosis are going to make this Christmas will be. That's not us being toady gits, either. That's us after having sampled the stuff that they're going to be flogging PlayStation owners in the run-up to the Yuletide season. There's *Colony Wars, F1 '97, Overboard* (not a flash game but it's definitely one that deserves attention) and G-Police, the 3D shoot-'em-up that is set to be a sure-fire hit with all the world's WipEout fans. Psygnosis chief Ian Hetherington has his heart set on this game being the Christmas number one, and from where we're standing it looks like his wish stands a good chance of coming true.









COLONY WARS

The setting for *G-Police* is an off-world colony on Callisto, one of Jupiter's more hospitable moons, in the year 2097. The colony is made up of a cluster of domes which contain sky-scraping office blocks, apartment buildings, factories and spaceports. Ground vehicles and airborne traffic follow a grid of highways and elevated roadways, and travel between the domes via acceleration tunnels (enter at one end and – WHOOSH! – suddenly you're out the other). As you can see from the screenshots, the dense cityscape and the atmospheric night-time setting bestow a distinctly Blade Runner look on the game. Plus, the darkness has given the programmers an easy means of disguising any polygon pop-up in the middle distance. Hey, we're not complaining.



Cool future-scape or what!

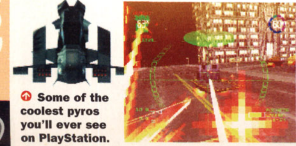




Neons blaze from the side of buildings. Cool.

WREAKING HAVOC

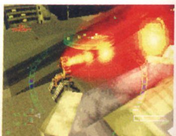
G-Police puts you in the stout shoes of Jeff Slater, a pilot who maintains law and order from the cockpit of his HAVOC gunship. It's a big job. The colony is run by vast corporations which are constantly at war with each other, and the atmosphere of anarchy means violent crime is rife. There are 35 missions to complete, a real mixture of investigation, apprehension and outright annihilation, with plenty of dogfighting and bombing-run action to keep life exciting. Some of the missions comprise only a single objective – find something and destroy it – but in others you're sent out on patrol and have to respond to whatever situations arise, from checking out suspect vehicles to chasing down robbers on combat motorcycles to tackling huge enemy gunships. Later in the game, you have to co-ordinate your efforts with those of your wingman, and occasionally of ground forces, which adds another element to the gameplay.



Some of the coolest pyros you'll ever see on PlayStation.







SCANNERS

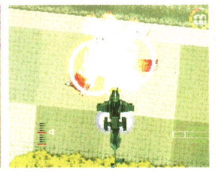
In some missions your objective is simply to locate an object, and in others you have to identify a target before you can destroy it. This is where your scanner comes in handy. A tap of the R1 button selects a target and a bar at the bottom of the screen shows the progress of the scan. If it's the target you were looking for, go ahead and destroy it – the scanner also incorporates an integrity gauge to show how much damage the target has taken.



Scan enemy fighters to see what they're carrying.



What's this truck hiding?









THE BIG BANG

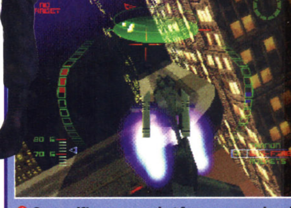
One of *G-Police*'s most appealing features is the vast array of utterly spectacular weapons you get to play with. The HAVOC starts off armed with just a plain 30mm Vulcan cannon, eight IR homing missiles and some cluster rockets, but as you progress, the ordnance issue changes according to your mission targets. You can look forward to faster and more manoeuvrable homing missiles, powerful laser and plasma cannons, and a weapon that fires an electromagnetic pulse to disable a craft – perfect for capturing criminals without eliminating them. When you're assigned to destroy ground targets or even buildings you find yourself equipped with 250lb or 500lb bombs. You have to deliver these with the aid of the predictive bomb sight – which can be tricky if you're under heavy fire at the time. But – hoo boy! – when those bombs go off you get a display of pyros rarely seen on a PlayStation.





THE FLYING SQUAD

The best way to describe the HAVOC is as a helicopter gunship without rotors. It's a highly manoeuvrable craft that uses powerful vectored thrust to jet forward, hover and reverse in the dense clutter of buildings. Unfortunately, it's not the easiest craft to control. Remember *Warhawk*? Well it handles similarly to the ship in that game, forcing you to co-ordinate separate controls for forward and reverse speed and hovering higher or lower. The fact that you're flying through enclosed spaces makes things all the more difficult, and you may find your first few missions consist of a lot of bouncing from one wall to another. Thankfully, you don't lose any shield energy for these collisions, but if you're in a combat situation any sudden loss of control can prove deadly.



Some nifty manoeuvring from our man here!

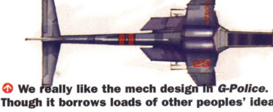
EYE IN THE SKY

G-Police offers four different views which give different angles on the action. There are two cockpit views, one of which shows the actual cockpit structure while the other is a less cluttered full-screen display which has the instruments overlaid on the screen. The third view gives a top-down angle, which is most useful when you're aiming a bomb, and the fourth is a chase view, handy when you're manoeuvring through tight spaces, and trying to set up cool screenshots. Notice, incidentally, how the instruments have changed since we last saw *G-Police* – the navigation and radar systems have been incorporated into a single, rather cool, 3D display at the top of the screen.









We really like the mech design in *G-Police*. Though it borrows loads of other peoples' ideas!

PC VERSION IMMINENT!

Yes, a PC version of *G-Police* is due for release on CD-ROM on October 24th, the same day as the PlayStation version. Alas, like an increasing number of PC games these days, you will only be able to play it if you have a 3D graphics board installed. Looks like it's Unavoidable Upgrade Time again. Sigh.

COP A LOAD OF THIS!

The version of the code we looked at was practically complete, but only included four missions. Nevertheless, that was enough to whet our appetites for what could well be one of the best PlayStation games of the year. The finished item is on the shelves on October 24th, but watch out for our review next issue.



Scrolling beat 'em ups are all but dead. That style of game being resigned to 2D parameters. However a new sub-genre is emerging - the roaming beat 'em up! We've already had the groundwork done by both *Tobal* games and *Die Hard Arcade*. Though *Fighting Force* and *Nightmare Creatures* will be the first to really tread into this uncharted territory. Using an innovative real time 3D engine, which allows for fast gameplay, detailed characters and fluid movement. There is no denying, *Nightmare Creatures* sure looks good.



80% COMPLETE

ROAMING BEAT 'EM UP	BY KALISTO
OCT RELEASE	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SONY TEL 0171 447 1600

Take a trip into Victorian London for one of this year's more promising games. A cross between *Resident Evil* and *Tomb Raider*, with some Jackie Chan thrown in for good measure.

NIGHTMARE CREATURES

MEN IN BLACK

Nightmare Creatures allows you to play as two mysterious people – Ignatius, a man of God, or Nadia a young American with a killer blade. Both equally capable of defeating the members of a dark and mysterious cult – The Brotherhood of Hecate. On one cold and damp evening in 1834 London is crawling with legions of terrifying monsters. These creatures are the creation of arch villain, Adam Crowley. No doubt his experiments will help him rule the world, or something equally as sinister. Ignatius and Nadia are going to go kick some monster ass!



Blimey, what a pea-souper. You can hardly see your hand in front of your face. Hello, what's that?

I KICK ASS FOR THE LORD

The game features some simple puzzles, such as pushing switches, or causing chain reactions of explosions. The real gameplay revolves around the combat. the creatures have relatively high AI, all proving tough to beat. Each has a weak spot that needs to be exploited. The game really excels when Ignatius and Nadia start clobbering. They have a simple range of moves, but these can be linked to cause serious damage. Just check out what they can do to zombies, to see what we mean.







ISN'T SHE UGLY?

Boy these monsters sure are ugly. In total there are 16 different kinds ranging from ogres, spiders and zombies, to gargoyles and werewolves. Up to four creatures can appear on screen for you to fight at once, and some of them are really huge! Plus there are the obligatory end-of-level bosses. The game takes place through a large number of London locations. The sewers, cemeteries, docks and even Westminster are all teaming with monsters. Not a lot has changed since 1834.

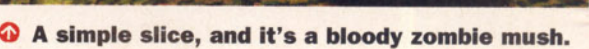


Trouble ahead, with the double team of a zombie and werewolf attack. Scary!



Nadia! Look out behind you! Or you'll get bitten on the butt by Mr Werewolf.





A simple slice, and it's a bloody zombie mush.

FRIGHT NIGHT

So far *Nightmare Creatures* is shaping up very nicely. With the official release date ever looming, we expect to be dazzled with the completed game real soon!



JUMP!

SHOOT!

BRAKE!

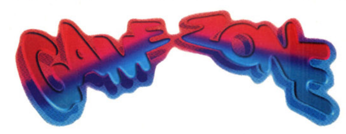
The games are a real challenge, but shopping at our new GAME ZONE isn't.



Try out all 3 machines in our new Game Zone



The battlelines are drawn at Comet, as the three giants of gameplay – Sony Playstation, Sega Saturn and the all-new Nintendo 64



– are pitched against each other in the futuristic new Game Zone. Three machines, loaded with the three very latest software releases – head-to-head. Whether it's racing, platform or beat-'em-up games, judge for yourself which system packs the biggest punch... and find out if **you've** got what it takes to tame them!

Game Zone is now open at most Comet stores. For your nearest, call free on 0500 425 425.

COMET





Two months ago we told you about the alpha version of this hot new racer. This month we've had a nigh-complete beta to play with and all we can say is, prepare for the drive of your life!

FORMULA 1 '97

Experience has taught us that a sequel which has the current year at the end of the title doesn't always differ much from what's gone before. As we reported in the August issue, this isn't going to be the case with *Formula 1 '97*. As well as updating the Formula One teams, drivers and tracks for the 1997 season, Liverpool-based developers Bizarre Creations have included a host of new features and major technical refinements. Now we've had a chance to play a 95%-complete beta version of the game we can give you a more accurate idea of how the finished game will play when it's released in September.



YOUR EYES ON THE ROAD!

Accurately modelled cars and courses displayed in the PlayStation's 512 x 240 high-resolution mode visually make *F1 '97* massively superior to its forerunner. Even better is the fact that you can view the action from an incredible eight different angles, from high above the car to just over the rear wing to inside the cockpit. And by pressing down on the control pad you can flip the all the views by 180 degrees to check who's coming up behind. Who needs wing mirrors?



The new in-car cockpit view with arms!



Looking back from your car is very useful.

MODE RAGE

One of the criticisms levelled at Psygnosis' first *Formula One* game was that the two game modes, Arcade and Grand Prix, were almost indistinguishable. This time the differences are immediately noticeable.

ARCADE

Choose arcade mode and you get to drive any of the eleven team cars in three different classes, made up of five tracks each. In both, the standard race rules (flags, pit-stops, etc) are waived and the cars' handling has been greatly simplified. Now they drive more like the *Ridge Racer* vehicles than F1 racers. They don't suffer damage in crashes, and you can powerslide them through tight corners. Also they don't spin off if you leave the tarmac, which means you can cut corners with hardly any penalty. In both modes there is an extra super-tough class, Epic, which only appears when you've completed all three standard classes.



In the arcade race mode you drive against the clock and a field of 21 other drivers. Make it into the points (sixth or better) to progress to the next race in the class.

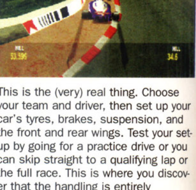


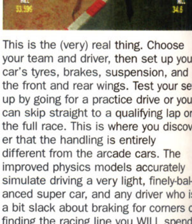
In the Time Attack you continuously do circuits, trying to beat the current best lap time. A clock in the corner of the screen shows how well you're doing over the whole lap and over split laps.

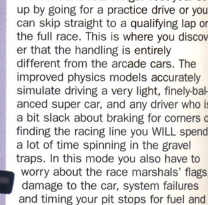
GRAND PRIX



This is the (very) real thing. Choose your team and driver, then set up your car's tyres, brakes, suspension, and the front and rear wings. Test your set-up by going for a practice drive or you can skip straight to a qualifying lap or the full race. This is where you discover that the handling is entirely different from the arcade cars. The improved physics models accurately simulate driving a very light, finely-balanced super car, and any driver who is a bit slack about braking for corners or finding the racing line you WILL spend a lot of time spinning in the gravel traps. In this mode you also have to worry about the race marshals' flags, damage to the car, system failures and timing your pit stops for fuel and fresh tyres and high speed repairs.















LEAD DAMON TO VICTORY IN FORMULA 1 '97

COMING SOON



The famous hairpin turn at Monte Carlo. Along with every other part of the game, it looks even better than the last *Formula 1* game!

F1 '97: THE DUEL

As we reported last time, *F1 '97* has the much called-for split-screen two player mode, which we now find can work with a horizontal or vertical split screen – just like *V-Rally*'s. This head-to-head game has just the two of you on the track, but it uses the same high resolution screen mode as the solo game, and works very well. In case you're wondering, there's no link cable mode. Bizarre say that the first game's link mode was a major headache and they haven't had the development time to spend on creating one for *F1 '97*.



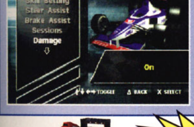
Which do you find easier? The horizontal split-screen mode...



Or the vertical one? Both have remarkable amounts of detail!

SUNDAY DRIVERS

The Grand Prix mode is a daunting experience, even for experienced PlayStation race fans. There are five selectable skill levels that control the computer drivers' AI (substantially reworked since the first game, incidentally), but there are also numerous other options that set how hard a race you'll have. You can deactivate things like damage, flags, system failures, fuel depletion and tyre wear. You can also control the weather so that rain doesn't spoil the race. For drivers with no confidence at all, there are two extra-helpful options: 'Brakes Assist' automatically reduces your speed as you approach a corner, and 'Steer Assist' uses tyre tracks to show you best line to take around the circuit, and weights the steering so you always stay pretty close to it.





SECRET STUFF!?!

Bizarre have mysteriously announced that, as well as the extra circuits in the Epic game mode, there are other "plenty of hidden cheats" for players to find in *F1 '97*. Apparently there's even another Psygnosis game in there somewhere. Hmm. Martyn Chudley, Bizarre's MD, once programmed *The Killing Game Show* on Amiga (aka *Fatal Rewind* on Mega Drive), and *Wiz 'n' Liz* on Mega Drive. Could that have anything to do with it?



The cars now bounce around when they go over the rumble strip!



F1 PC–COMING SOON!

There's good news and bad news about the PC version of *F1 '97*. The good news is that it's going to look even better than the PlayStation version. The bad news is that it will only run if you have a 3D accelerator card installed. It will be native compatible (ie at its best) with the 3Dfx, Rendition Verite and ATI chipsets, and will also work with other boards that are Microsoft Direct 3D-compatible.

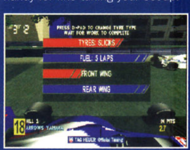


In arcade mode, crossing a checkpoint gives you a time extension. Hurry hurry hurry!

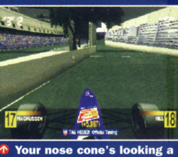


PIT-IN!

After a change in the weather or taking a shunt listen out for the crackling voice of your pit crew leader coming over the radio to suggest you pull in for a change of tyres or repairs. Enter the pit lane and the car drives itself to your garage where the crew get to work. The time they take depends on what needs to be done – replacing a nose cone takes a while – and you have until they've finished to make minor adjustments, such as selecting different tyres. The pit crew also helps during practice laps by recording telemetry information sent back from the car which is handy for fine tuning your set-up.



Tell you pit crew exactly what you want them to do.



Your nose cone's looking a bit damaged. Into the pits!

REVVING UP!

This almost-finished version of the PlayStation code suffered only from some slightly juddery sound and long loading times, two problems that Bizarre are currently labouring to solve. Will they manage it before the game is released at the end of September? Find out in next issue's definitive CVG review.







Can Psygnosis make a better job of their Playstation space combat sim than EA did with *Darklight Conflict* and *Wing Commander IV*? Hmm...

COLONY WARS

Colony Wars takes us to a future in which humanity has been forced to move out into the galaxy, building colonies on 40 worlds, all governed by the iron hand of The Tsar. Not everyone cares for the Iron Hand system of government, though, and many colonists are joining the League of Free Worlds, a rebel group who risk life and limb harassing the Imperial Navy in deep space. In *Colony Wars* you're cast as one of those rebels, complete with a heavily armed starfighter, an itchy trigger finger and a fervour for destroying evil. Are you pilot enough to bring down a sinister empire that likes to push the little guy around, then have a good laugh about it afterwards?

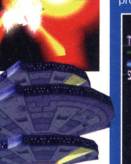






TSAR WARS

Psygnosis are boldly billing *Colony Wars* as "the most believable and detailed space epic since Star Wars", which, on the face of it, is akin to John Lennon comparing The Beatles to Jesus. There is substance to the claim though. *Colony Wars* contains 15 minutes of Psygnosis-quality (ie. smart) FMV, with James Earl Jones ("Voice Of Vader") doing the story-telling. The game also has a non-linear plot development, which means your performance determines your route through the game, and the ultimate fate of the League in one of six different game endings.



ACTIVATE VIEWER!

You expect amazing graphics in a Psygnosis game and *Colony Wars* won't disappoint. It's packed with superb light-sourced, texture-mapped ships and interplanetary scenery, and a host of fantastic pyrotechnical effects that wouldn't look out of place in a big-budget movie. However this game actually exceeds the usual Playstation standard by using one of the machine's high resolution screen modes. The action is displayed on a 512x240 pixel screen which really brings up the detail in the graphics, and yet the game still runs at a smooth 30 frames per second. The overall effect is awesome! But impressive though our demo version looked, Psygnosis are promising that the finished game will be even better!

THRUST
SHIELD
are ejecting. Do not let them escape
T-45 THUNDERCHILD - Launching
T-45 THUNDERCHILD - Launching
NAVY FRIGATE- Is under attack
PRIMARY TEMP
TARGET SHIELD

Psygnosis are promising one of the most amazing looking space epics ever. And they're including movies!

STUFF THAT LOT IN THE BRIDGE. IT'S MILES BETTER IN THIS LITTLE THRUSTER!

POWER UP THE MAIN GUNS!

Colony Wars has 70 different campaign missions, which are the usual mixture of strike sorties and riding shotgun for larger craft, as well as six training missions which cover dogfighting and bombing. As you progress through the game you get to pilot a broader range of starfighters with the power to match your increasingly ambitious mission objectives. The six ships differ in looks and handling and firepower, with the most advanced craft packing various kinds of lasers, electro-magnetic pulse weapons, automatic tail guns and a selection of homing rockets. Yes sir, if you want to demolish things in an interplanetary setting, this is the game for you.







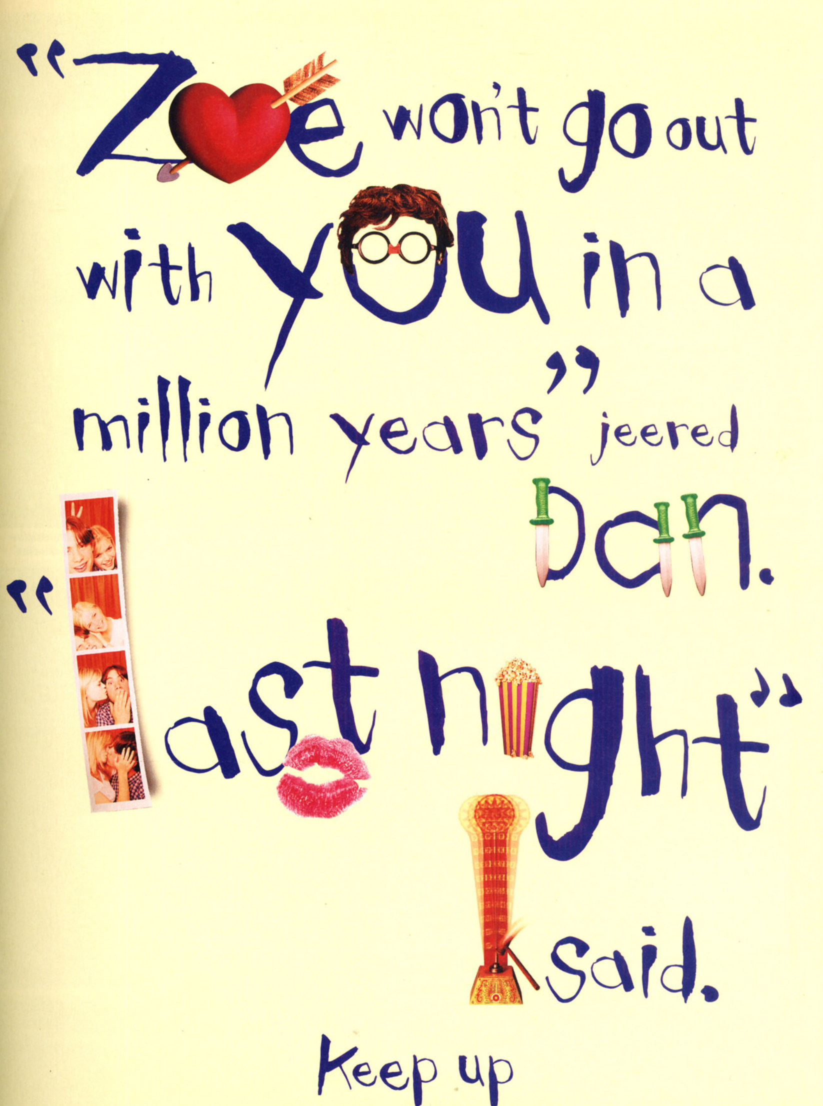

Impressive glow effects on the lasers! More tasty eye candy! **Colony Wars uses a brilliant spherical 3D radar (bottom left).** **The cockpit view of the action. Another Star Wars element.**



This incredible explosion is a prime example of how epic *Colony Wars* is!

YOU AIN'T SEEN NUTHIN' YET!

The *Colony Wars* demo we've seen was prepared for E3 and it looks very slick, but Psygnosis are saying that the latest versions actually crap all over it. Apparently we can expect all sorts of cool new effects and extra features in the finished version, due out on November 14th. Can't wait!



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60% COMPLETE

PC CD ROM

SCAVENGER HUNT	BY VORTEX
SEPT RELEASE	1 PLAYER

- NO OTHER VERSION AVAILABLE
- POWERMAC VERSION PLANNED
- STORAGE 1CD
- RELEASED BY FOX INTERACTIVE TEL 01753 549 442

The Simpsons are back in a 3D adventure especially tailored to the needs of obsessives who endlessly repeat the show's many catchphrases! Eh-eh-xcellent!

THE SIMPSONS: VIRTUAL SPRINGFIELD

Exploring the Simpsons' home town must be something of a dream for the fans of the award-winning cartoon comedy. And – abraca-marketing! – here's a PC CD-ROM product which lets you roam the streets of Springfield in 3D, rooting through the desks, dressing tables and closets of its most honoured citizens in some kind of crazy scavenger hunt. All of your favourite characters are here, voiced by the original cast for extra authenticity. The Simpsons' creator himself, Matt Groening, has also had a hand in the project, giving some creative guidance where it was needed. From what we've seen, the atmosphere and the gags are pretty much up to snuff, but what does *Virtual Springfield* offer as a game?



Springfield Gorge - venue for top Simpsons stunts.


The king of nuclear safety officers, hard at work.


Hi-jinx with Sideshow Mel in Krustilu Studios.

MMM... FREE TRADING CARDS...

The object of Virtual Springfield's game is to track down an entire set of 73 'Springfield Character' trading cards. Usually you'd go to the Android's Dungeon And Comic Book Store and buy the whole set, but seeing as it's not open in this game you have to trek around all of Springfield where there might be some lying around – hidden behind pictures, or propping up wobbly tables. Not all of these locations are immediately accessible, though, and gaining entry sometimes requires a bit of detective work to find a key or a password or a special club ring.



I AIN'T SELLING BEERS NO MORE - JUST MOPS. YOU WANT A BEER, GET THE HELL OUT. YOU WANT A MOP, MOE'S YOUR MAN



GO! GO! FOR THE SAKE OF THE CITY!

You don't get complete freedom when you're walking around the 3D streets of Springfield. Instead you have to follow the roads, then decide which direction to take when you hit a junction. So, okay, it runs on rails to some degree, but you still have to find your way around, and that's where the pull-down map comes in. The map shows the locations that you can actually visit, all key scenes from the show, and you just have to navigate the streets to find them.





Once you arrive you get a full-screen picture of the location, which you can check out by clicking your mouse pointer on the hot-spots. Have a poke around in Principal Skinner's desk! Scrutinise Mayor Quimby's naughty matchbook collection! Find the hidden door in Mr Burns' office at Springfield Nuclear Power Plant! And more! So much more!





THE SIMPSONS ENTER THE THIRD DIMENSION!

COMING SOON





Grandpa Simpson doesn't get many visitors these days, so why not look him up at the Springfield Retirement Castle?



Where else would you get the opportunity to rummage through Bart Simpson's closet full of sinister and unhealthy toys?

STUFF FROM THE SHOW



Virtual Springfield is clearly being designed with Simpsons nerds in mind, and half the fun is spotting the objects, sights, sounds and even songs from particular shows. For example, musical references to Homer's old Barber Shop quartet, 'The Be-Sharps', are rife, and if you make it inside the Stonecutters' mansion you can hear Homer singing their secret anthem. And as you dash past the town hall, check out the sundial and you'll see the chalked outline of Monty Burns' slumped body from the 'Who Shot Mr Burns?' episodes. AND if you head over to Krustilu Studios, you might see one of Krusty's performing monkeys blowing smoke sculptures of the whole Krusty Show cast – including Sideshow Luke Perry – while next-door you can catch a couple of specially-created-for-the-game cartoons starring Itchy and Scratchy!









Remember the occasion when Lisa dressed up as the state of Florida? Well you do now, pal.



UP AND ATOM!

There are entertainments to be had here besides the collection of trading cards. At various locations there are sub-games to play. Not surprisingly, the Noiseland Arcade is home to some of the games that have been seen in the show, such as Super Slugfest (which Bart used to play against Homer on his console at home) and Larry The Looter, in which a thief runs along a street smashing shop windows and grabbing hi-fis until a storekeeper blows his head off with a shotgun. To add to the experience, all the arcade games have the cheesey, stylised look and the buzzy, NES-like sounds and music that they did on TV.





Other diversionary delights include several balloon-tossing or dart-shooting target games, and a mini Doom-parody in which Apu defends the Kwik-E-Mart from the local bullies with the aid of a broom, a shotgun and missile-launching death apparatus. It's all just a bit of harmless fun.

MMM... SO MANY WORTHLESS MEMORIES



FREE HOUSE OF HOMER!

In the USA, Fox Interactive are tying in the release of *Virtual Springfield* with a competition run by Pepsi and stateside home builder, Kaufman and Broad, to win a house precisely modelled on the Simpsons' own four-bedroomed abode. In fact the house has been built using the same floor plan as the Simpson house in the game! Is that a marketing stunt or what? Alas, the same competition won't be running in the UK, but we just thought we should tell you everything.





The streets of Springfield – now in 3D!!

COMING NEXT!

The version of *Virtual Springfield* we saw wasn't quite complete, but the action is more or less there. We think it's safe to say that fans of the show will get a big kick out of this. Find out how the finished item shapes up in the CVG review, which, if Fox Interactive's release schedule runs true, should be in our very next issue.

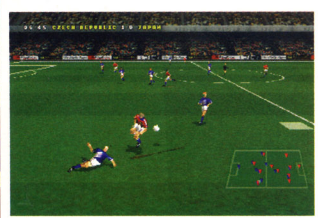


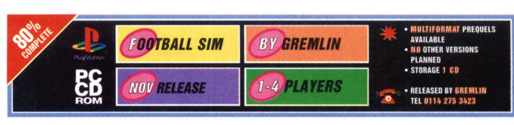










The original was a big seller, but did have it's flaws. An all-new game engine could be just what is needed for *Actua* to return the Premiership standards.

ACTUA SOCCER 2

At last! Football season is back and that means no more cricket, no more Saturday afternoons spent watching A-Team and Airwolf on the TV, and no more stupid Australian football teams on our pools coupons. The new signings have been paraded, the realisation that it could be another long slog against relegation (ie Everton) have sunk in, and the papers breathe a sigh of relief because they were getting fed up of writing stories about how many foreigners Arsenal and Chelsea have bought. Gremlin's timing has to be applauded, because now is the perfect time to be putting the finishing touches to their eagerly awaited sequel to *Actua Soccer*. Altogether now – It's coming home, it's coming home, Football's coming home...



The closer views are good for showing off graphics, but when it comes to playing the game, things become tricky.

The goalkeepers AI has been improved to stop any cheesy goals being scored

SHEARER IN TRANSFER SHOCKER!



One of the new playable views.

When you make a game like this, getting a star name to publicise your product is no bad thing. But when he is one of the hottest strikers around at the moment, it's even better. Gremlin chose to do this and after their initial first choice of Jason Lee refused, they opted for Mr Shearer instead. Alan has helped Gremlin with not only the motion capture of the players (presumably he did this before he got injured, otherwise all of the players will hobble about on crutches) but also on tactics, player intelligence and even picked his own Dream Team!









UP ABOVE, DOWN BELOW

The camera angles often left a lot to be desired in the original game, so this time, they have been dramatically improved. You never lose the ball off the edge of the screen now, and more fixed camera viewpoints have been added to supplement to roaming view. The overhead view is one which we found to be particularly good, as it drew back memories of *Sensible Soccer*. Those were the days eh?



Even though you can't tell this from the pictures, the game runs at a much smoother rate. The animation has also been improved to prevent break up when the view is on one of the closer, follow-the-ball cameras.



VISIT SUNNY WIGAN!

All of the stadiums you play at in *Actua Soccer 2* are the real thing. Every single English and Scottish Premiership side has their stadium in it, most of the English First Division and even some lower than that, like the Alfred McAlpine Stadium, home to Huddersfield. As far as we can tell, supporters of the clubs that have just moved to new stadiums need not worry, as their new homes will be updated before the game is released.

The behind-goal view will rotate back and forth with the action.

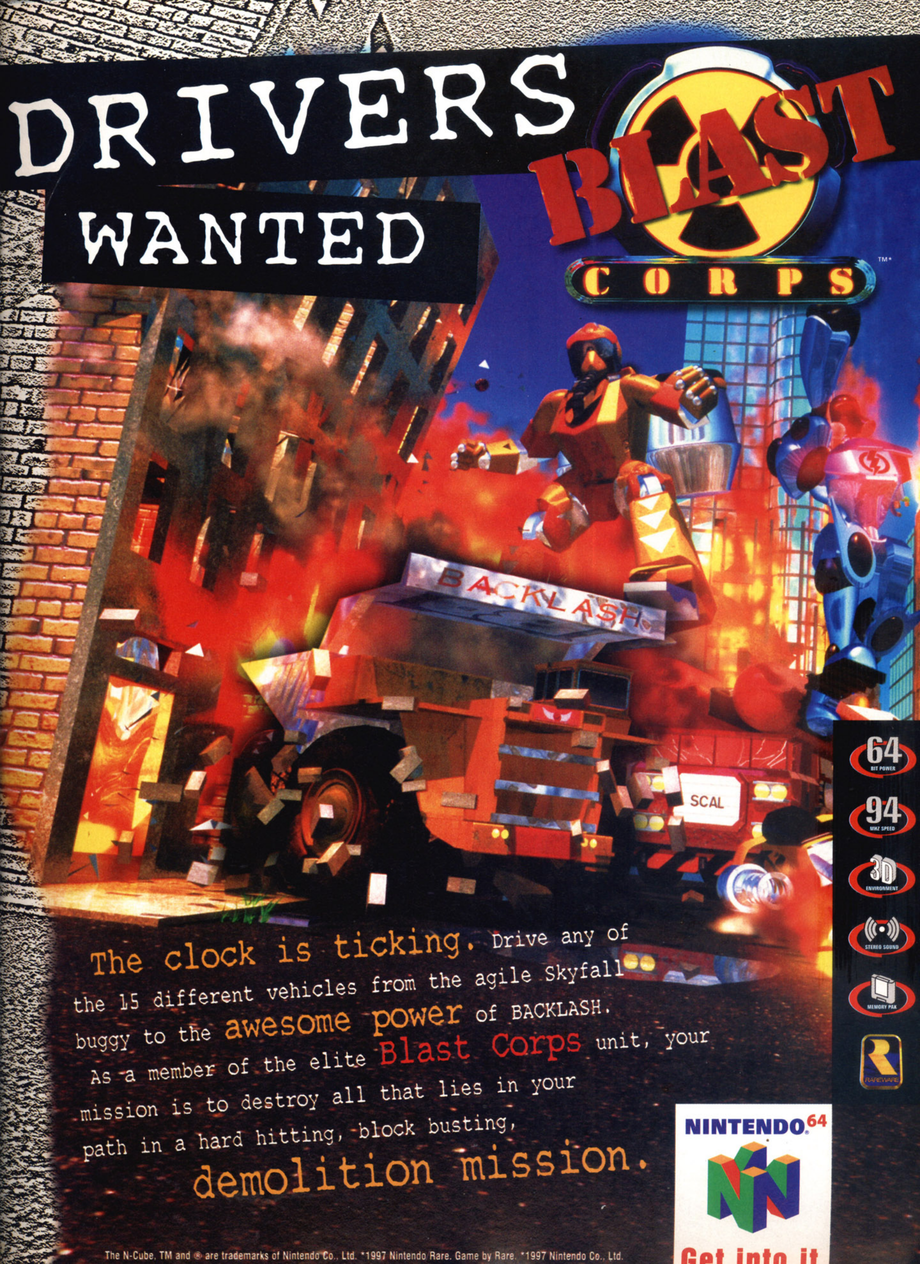




HE MUST SCORE!

Already this is looking far better than the original, and if Gremlin can completely smooth out all of the bugs, this could prove to a another smash hit!





DRIVERS
WANTED
BLAST CORPS™*
BACKLASH
SCAL
The clock is ticking. Drive any of the 15 different vehicles from the agile Skyfall buggy to the awesome power of BACKLASH.
As a member of the elite Blast Corps unit, your mission is to destroy all that lies in your path in a hard hitting, block busting, demolition mission.
64 BIT POWER
94 MHZ SPEED
3D ENVIRONMENT
STEREO SOUND
MEMORY PAK
RAREWARE
NINTENDO64
Get into it
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In the near future a major battle is about to take place in the Robotech universe. Play a crucial part, on your N64

ROBOTECH CRYSTAL DREAMS

In America and Japan, Robotech is more than an anime series. 86 episodes of the vast story have gained classic status, and a large fan base. In the UK the series is little more than a cult classic, with the series never broadcast on TV and only available on video. Gametek are hoping all this will change, with the release of *Robotech: Crystal Dreams.* As ace pilot Kyle Bartley, you fly for the Robotech Defence Force. Piloting your Veritech fighter against Zentraedi forces, Ebolian legions and renegade members of the RDF. Along the way you'll be assisted by famous characters from the series like Rick Hunter and Minmei. Get ready to enter the Robotech universe!









★ ROBOTECH'S ZENTRAEDI ARMY! ★

At the start of the game, Zentraedi forces are attacking RDF installations. Six cruisers have entered Earth orbit. Earth's Zentraedi are aiding the RDF in a counter-strike. The newly built SDF-3 is caught in the middle, currently on field test duties. Occurring six months before the SDF-3 is to leave for Tirol, there is growing public opinion that the SDF should remain at Earth. The RDF has no info on the identity or motivations of the attackers. Arriving at the SDF-3 to cover the story, Zentraedi forces suddenly start attacking the Super Dimensional Fortress. As Kyle you must join the battle.









★ THE LAST STARFIGHTER ★

Much like *Star Wars: Shadows of the Empire*, where you played Dash Rendar - a character created specifically for the story and game. In *Crystal Dreams* you play Kyle Bartley, a character new to the world of *Robotech*. Bartley has a long back story, so he fits into the universe. A former RDF pilot, who fought at the end of the Malcontent Uprisings, Bartley was in love with Vala Norri, a micronized Zentraedi, but an incident during the Uprisings ended the relationship. Leaving the RDF because of a stained record, Kyle became a pilot for the Monument City Broadcasting System. Kyle flies to the SDF-3, to cover news of Zentraedi attacks for the MBS. Vala is stationed on board the SDF-3. Perhaps Kyle can win her love back.



TRANSFORMERS - ROBOTS IN DISGUISE

It couldn't be a believable Robotech game without your own fully-functional mecha. Getting to fly your own Veritech fighter is one of the highlights of the game. As *R:CD* is primarily a space flight combat simulator (in other words it's like *StarFox*), these craft have to behave as fans would expect. Your Veritech can change between Fighter, Battloid and Guardian modes. Each mode handles differently, with distinct controls for each. Each mode has different strengths and weaknesses. The game is viewed from inside the cockpit, so change to a chase-cam view to see your craft transform into the different modes.













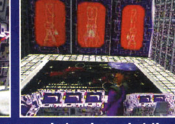
↑ Each model is properly articulated. So when your Veritech transforms, different parts adjust to create the new craft. Not done by morphing models, but by mechanical manipulation!



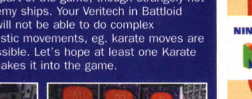
WILL YOU OR WON'T YOU?

With a large amount of development time still left on the game, some ideas are as yet 'missing' from the code. As such they may be dropped, but here's a quick description of what else might be in the genuine article. The ability to land on planets (in a limited capacity) sounds promising, though exploration will be kept to a minimum. As will being able to fly inside the larger Zentraedi ships on attack missions. At the moment, flying through the SDF is part of the game, though strangely not the enemy ships. Your Veritech in Battloid mode will not be able to do complex humanistic movements, eg. karate moves are not possible. Let's hope at least one Karate chop makes it into the game.





These mock-up screen shots, show what the interiors of the SDF-3 will supposedly look like.





★ AREA 51 REVISITED ★

Crystal Dreams features a large amount of friendly and enemy forces. Starring role goes to the Veritech fighter, which you will need to familiarise yourself with. The Zentraedi battle pods will also play a major part, in their male and female power armour incarnations. The SDF-3, Robotech factory, Tri-thruster Pod, ARMD stations, transport shuttles, Eboliar forces and their Crystal Fortress will all appear during the adventure. As well as the hulking menace of the Zentraedi fleet. The largest of the Zentraedi forces is the Flag Ship, an amazing four kilometres in length. To fly past the entire length of the craft takes an estimated ten minutes!



A huge craft down below, forward thrust!



A short thrust later, and we've arrived at the craft, flying alongside its' mammoth bulk. Wow!





★ TELL ME A STORY ★

The game promises a non-linear story line, where actions taken affect the outcome of the game. In order to win the game you need to regain the love of Vala Norri, and also gain access to a powerful new weapon. Taking too long in dispatching enemy fighters can change the course of the game. The majority of influencing decisions are made while on the SDF-3 between missions, when you are conversing with the games other characters. This part of the game includes a stripped-down RPG element, where you can visit the hangar deck, crew quarters, and the bridge. You can also enter a shop, where you can buy new weapons and parts for your craft. Visiting the war room fills you in on Zentraedi developments and fleet deployment.





Another mock-up screen shot, this time showing the Veritech fighter flying inside a much larger space craft.

DREAMWEAVER CALLS TO ME!

There you have it, not the most graphically accomplished game in existence, but if Gametek pull-off what they are planning, then we could be in for a rewarding experience. As ever CVG will keep you bang up to date with developments.



99% COMPLETE

PlayStation

PLATFORM GAME | BY EUROCOM | NOV RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PC CD-ROM VERSION PLANNED
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He's big! He's butch! He wears an attractive skirt! Fresh from his appearance in Disney's 35th animated feature film, it's Zeus' favourite son, Hercules!

HERCULES

Last year we got a lovable French hunchback. This year we get a Greek demi-god. Hercules, Disney's next animated feature, is due out in the UK on October 10th, and the game of the film will be hitting PlayStation and PC on October 31st. UK development house Eurocom have been working with Disney's own animation crews to produce their sword-swinging, distinctly platform-based interpretation of the movie. Are we to expect a re-run of Virgin's 16-bit *Aladdin* games? Looking at these pictures you might think so... but Hercules has a few surprises up his kilt.





SWORDS, SANDALS AND SIDEWAYS-SCROLLING

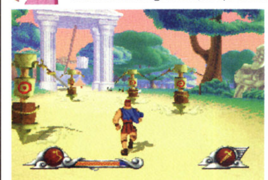
Most of the game is played out in horizontally-scrolling platform/ fighting style, starting off with a training level. Here Herc has to slice up training dummies to rescue damsel dummies, and use his noggin to reach hidden gold. Subsequent levels follow a similar format, with Hercules fighting off mechanical birds, centaurs, griffins and brigands with his sword and his fists. At certain points he can run into and out of the screen, dodging around obstacles, so these levels are almost like 3D mazes.



Though they look 2D in these shots, the levels have a 3D appearance. Scenery is layered so it 'parallax scrolls', and cliffs and buildings are rendered as textured polygons so they appear to move in three dimensions as Hercules passes by.

THE ROAD TO HEROISM

The more spectacular levels in Hercules are the entirely 3D stages, which come in two forms. This effect is best seen in the Hydra level which, with its hardcore beast-beheading action, is quite something to behold.



The first 3D stage sees Hercules running non-stop into the screen, with obstacles and enemies blocking the road ahead. Herc has to dodge or jump the obstacles and pick up any goodies that might be coming up the road towards him.



The action flips into 3D again when Hercules confronts two of the game's bosses. During a battle with the multi-headed Hydra and Medusa the Gorgon, the screen rotates as Hercules runs in a circle around his foe to attack from different sides.



Herc sprints to tackle one of the Titans while dodging pillars.



DISNEY TIME!

Hercules boasts some choice full-screen movie action taken directly from the film – plenty of high-quality scene-setting clips featuring the voice talents of James Woods (Hades) and Danny De Vito (Herc's mate Phil). If you leave the game on the title screen for a while you get the full animated promo video for the movie's theme song, 'Zero To Hero' – which, incidentally, has to be one of the catchiest Disney tunes ever!



Pegasus is Herc's friend. He's there to help out occasionally.





©Disney

ZERO? HERO?

We were sceptical about what appeared to be yet another Disney platformer. However we're impressed by the high production values and occasional sparks of ingenuity in *Hercules*. More in the November issue.

10 things YOU SHOULD'VE DONE BEFORE YOU'RE 16

Biggs Bubbles

1. Given up bubblegum
2. Threatened to leave home
3. Thrown a bucket of water over your dad's car and charged him £5
4. Bought an embarrassing CD
5. Two timed someone (and got away with it)
6. Read someone else's diary
7. Decided to form a band
8. Spent all your dinner money playing arcade games
9. Had a food fight
10. Paid someone to do your homework

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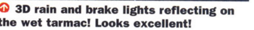
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If *V-Rally* is the PlayStation answer to *Sega Rally*, then *TOCA* is its answer to *Sega Touring Car*. And again, this contender looks potentially phenomenal!

TOCA TOURING CAR

Sega are masters of the driving game. Since the early days of videogames they've progressed the formula, always trying out new features and new vehicle formats. Most recently, supercars have been subjected to their arcade treatment. And last year it was touring cars. However, while Sega always keep their vehicles authentic, they've always raced them in fictional Sega Championships. And this is where third party developers cash in – on the realism angle! Ocean's *V-Rally* featured real tracks, 40+ in total. Codemasters have gone one further with their touring car challenger, basing on the actual TOCA Championship! Real teams, real cars, real tracks, real race! REAL!





3D rain and brake lights reflecting on the wet tarmac! Looks excellent!



Fed up with sticking to the official TOCA race tracks? Then don't!

THE CARS!





Sixteen per race. Featuring eight genuine teams. You can choose from a Peugeot 406, Renault Laguna, Audi A4, Volvo S40, Vauxhall Vectra, Ford Mondeo, Honda Accord and Nissan Primera. To get the vehicles as perfect as possible, each real car was laser-scanned to within 1/4 of a millimetre! And being a license of the official RAC/ AutoTrader British Touring Car Championship, all the sponsorship on the bodywork is exact too! In fact, there's only one inaccuracy – your name on the side of the car!





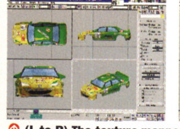


NICE DRIVIN'

While realistic visuals have been a priority, so has the gameplay. The gears, brakes and steering have been accurately modelled, allowing you to wheel-spin, power-slide and leave skidmarks during all this. From a playtest of an early version, we've found the cars do handle in a weighty, realistic fashion. Good for competing against the equally convincing enemy cars, which smash you about and jostle for position! These full-contact races leave your car impressively battle-damaged too!



A rival car bounces off the track edge! While you're watching him though, another car may take you out!







(L to R) The texture-mapped bodyshells, before and after damage. And, on the road!

TRUE BRIT TRACKS!

All of them official TOCA courses. There are sixteen, including Oulten Park, Donnington, Croft, Knock Hill and Snetterton, each constructed using Ordinance Survey track data, making them accurate to within 80mm. Multiple-angle video taping was then used as reference for the track textures, and all the roadside scenery was photographed and and 3D modelled. People who've been to tracks like Silverstone will recognise the Dunlop tyre arch and (if you've been on a Touring Car day) the Peugeot car-shaped blimp!





THE TOUR CONTINUES...

There's so much to talk about in *TOCA*. From the ace weather effects, the multiple views (with juddering driver's head view), to the unrestricted driving areas (you can burst through signs and off the course!). Codemasters are touting this game as THE top driving game of the year! We'll see, as next month it goes head-to-head with *F1 '97*!

'OXY' AND 'OXYCUTE 'EM' ARE TRADE MARKS

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Spots. Oxycute 'em







They said there were no original ideas left in video games these days, but they never counted on Psygnosis and the World's first galleon-based comedy shoot-'em-up. Yo-ho!



By our beards, 'tis true - a Playstation shoot-'em-up that contains not a trace of a jet fighter, no aliens and hardly a single spacecraft. Instead, *Overboard!* gives you the helm of a pirate ship, hunting treasure, smuggling grog and despatching law-abiding seafarers to Davey Jones' Locker with a blistering broadside of hot iron. No less than 15 levels of buccaneering 3D action take you on a journey from the Caribbean to the Middle East, during which you encounter flame-throwing sea defences, exploding fish, dive-bombing parrots, giant lobsters, dinosaurs, evil genies and finally, the infamous Captain Blowfleet! He's a very unpleasant man.

Even out at sea – big bosses!

Battle the elements – tornadoes!

X MARKS THE SPOT!

The basic plan in *Overboard!* is to guide your ship through a maze of channels, fighting off enemy ships, capturing harbours and unlocking the sea-gates that lead to the exit - with any luck. At the start of the level you don't actually know where the way out is, but collect all the pieces of the map from the bottles that are bobbing on the water and the exit appears, marked with a big X. However, only a scurvy sea dog escapes a level without first capturing its quota of treasure. So keep a weather eye open for sea chests floating in hard-to-reach places and sometimes in hidden coves which can only be reached by blasting away at certain parts of the scenery.

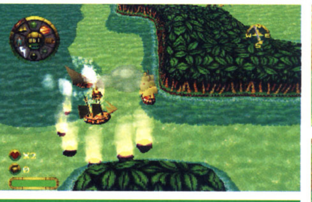

Start off near a nice town and face the unknown!

CANNON AND BALL

At the start of the game, your proud vessel comes equipped with the most basic of weapons - a forward-firing cannon and four guns along each flank for launching broadside attacks. With progress comes a more elaborate arsenal though. By picking up floating icons you can arm your ship with surface-to-air rockets, mines, fiery oil slicks, flame-throwers and auto-targeting lightning guns. Keep collecting the same icon and you can power-up a weapon to devastating degrees!

THE FLYING DUTCHMAN

As well as icon-enhanced armament, *Overboard!* also offers ship-morphing power-ups which come in handy in specific parts of the game. One speeds up your vessel by temporarily turning it into a steamer, while another helps you over impassible obstacles by transforming your pirate ship into an airship!





HIGH SEA DEATHMATCH

Not content with supplying a rollicking picaroon romp for solo players, Psygnosis have included an option that lets a pair of pirates duel to the death in ten special two-player mazes, all of which are packed with weapons. Rather than going for a split-screen look, the programmers have rigged it so that the screen zooms in as the two ships approach each other, and zooms out as they drift apart.




Two-player mazes we're told. But we see five brine-soaked sea-blaggards battling away here. ARH!

SHIP AHOY!

Psygnosis are sending *Overboard!* down the launch ramp on October 24th. Will it sink or float? We're betting on the latter, but we're reserving our final judgement until next issue's definitive review. Join us then, mateys!





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CHECKPOINT

The month's events and software releases at a glance. **Sept-Nov**

It's getting near the silly season. With an explosion of new games hitting the release schedules. Plus this is the place to try and win the latest games. Who says CVG doesn't give you everything?

This is the best time of the gaming year. Look at the titles being released over the next two months and you'll understand why. Hopefully not too many will slip further back in the schedules. The really dedicated might consider taking out a second mortgage to buy some of the delights heading this way. More importantly, now is the big crunch, when either the hype gets bigger or sadly the games just aren't what we had hoped for. Not all the 'big ones' are going to be big. You'll also get to see how right we were (or maybe wrong). Was *Final Fantasy VII* really worth covering in such great detail? Should we be getting excited about *Quake 2*? Or will another PC title steal its crown? Will Lara be bigger and better in her second outing? So many questions are going to be answered over the coming months, though we guarantee many more will be added to the list!

HALLOWEEN

October 31st

Ahh, the eve of All Saints Day, when the CVG team put down their joypads, and start playing Voodoo! Not usually a day you would associate with games, but this year could prove to be a little different. Activision are planning on releasing *Nightmare Creatures* on this very day, hoping to cash in on the creepy celebrations. There's also a rumour that a major new addition to Sony's platinum range could be unveiled today. We'll just say that it has zombies in it (we think you know what we're talking about). In the event of these games not showing up, well you can always put a sheet over your head and go scare the local residents.



WIN! WIN! WIN!

PARAPPA THE RAPPER

PaRappa is a great game, but we know it could be better. The kung-fu onion, and reggae-loving frog were great, but some of the other teachers are weak. A sequel is on the way, but we need your help. New characters will shake up PaRappy's world, but what will they be like? We envisage some meaty gangsta rap, possibly a drive-by bonus stage. Or even guest appearances by real life hip-hop heroes. Imagine a Wu-Tang and PaRappa team up! So who would you like to see teaching the little dog the new style? Send in your drawings of PaRappy's new homeboys, and if you're feeling really skillful, even some sample raps! Send your entries to: **EFIL4 ZEMAGOEDIV & RETUPMOC COMPO.**

RESIDENT EVIL

The world of survival horror arrives at last on the Saturn. Due to the blood-soaked nature of the game we've devised a more mature competition - that means no drawing! We want you to send in your scariest bedtime stories. Fact or fiction, it doesn't matter as long as we're peeing our pants by the time we get to the grizzly conclusion. The story that keeps Tom Guise on the toilet the longest, gets the game. Send your terrible tales to: **THINGS THAT MAKE YOU GO POO! COMPO.**

BROKEN SWORD 2

A tasty sequel to last year's best point-and-click adventure, though George and Nico could be in for a tougher time this year, against Guybrush and his chums. To stand a chance of finding out what the baffling title is about, you need to enter our competition. Long time readers will of course remember the ex-CVG pet Phil Dawson, and his unique habit for breaking things. We want you to send us drawings of the most expensive thing in the world that Phil has broken this month (excluding hearts and wind, because he breaks those every month). The most imaginative entry wins the game. Simple, non? Send your masterpiece to: **BRAINS TO FISTS, FISTS ANSWER ME! COMPO.**

Send entries as soon as possible to:

CHECKPOINT #191 FREEBIES. COMPUTER AND VIDEO GAMES. 37-39 MILLHARBOUR. THE ISLE OF DOGS. LONDON. E14 9TX

KEY: Red — Start saving for these! Blue — Avoid like the plague!

GAME NAME	COMPANY	FORMAT
12th September	•	•
Hexen 2 (Red)	Activision	PC CD-ROM
Madden NFL '98	EA	PlayStation
Monopoly	Hasbro Interactive	PlayStation
Red Baron 2	Sierra	PC CD-ROM
Parappa the Rapper (Red)	Sony	PlayStation
Shadow Warrior	Eidos	PC CD-ROM
WCW Vs. The World	THQ	PlayStation
19th September	•	•
Sonic 3D	Sega PC	PC CD-ROM
Manx TT	Psygnosis	PC CD-ROM, MMX 3Dfx
Resident Evil	Virgin	PC CD-ROM
25th September	•	•
International Rally Championship	Europress	PC CD-ROM
Microsoft Flight Simulator '98	Microsoft	PC CD-ROM
Microsoft Force Feedback	Microsoft	PC Joystick
26th September	•	•
Bust A Move 3	Acclaim	PlayStation
Dark Reign	Activision	PC CD-ROM
ClayFighter 63 1/3 (Blue)	Interplay	Nintendo 64
Formula 1 '97	Psygnosis	PlayStation
Motor Mash	Ocean	PlayStation
Multi-Racing Championships	Ocean	Nintendo 64
Street Fighter EX Plus (Red)	Virgin	PlayStation
Oddworld: Abe's Oddysee	GT Interactive	PlayStation
30th September	•	•
Atari's Greatest Hits	GT Interactive	PlayStation
Doom	GT Interactive	Nintendo 64
Hexen 64 (Blue)	GT Interactive	Nintendo 64
NBA Hangtime	GT Interactive	PlayStation
NHL Open Ice	GT Interactive	PlayStation
September (no set release)	•	•
Broken Sword 2	Virgin	PC CD-ROM
Dark Colony	Gametek	PC CD-ROM
Discworld 2	Sega	Saturn
Dreadnought	Ocean	PC CD-ROM
Falcon 4.0	Microprose	PC CD-ROM
Jedi Knight: Dark Forces 2	Virgin	PC CD-ROM
Lands Of Lore 2	Virgin	PC CD-ROM
Populous 3	EA	PC CD-ROM
Resident Evil	Sega	Saturn
Star Trek: Starfleet Academy	Interplay	PC CD-ROM
Tamagotchi	Bandai	PC CD-ROM
Virtual Springfield	EA	PC CD-ROM
WipeOut 2097	Sega	Saturn
3rd October	•	•
Formula 1 '97 (Red)	Psygnosis	PC CD-ROM
NHL '98	EA	PlayStation
Lylat Wars (Red)	THE/Nintendo	Nintendo 64
PGA Tour '98	EA	PlayStation





GAME NAME	COMPANY	FORMAT
Rosco McQueen	Sony	PlayStation
10th October	•	•
Croc	EA	PlayStation/Saturn
Extreme G	Acclaim	Nintendo 64
F1-Pole Position	Ubi Soft	Nintendo 64
NHL Open Ice	GT Interactive	Nintendo 64
Rapid Racer	Sony	PlayStation
Rascal	Psygnosis	PlayStation
StarCraft	Sierra	PC CD-ROM
17th October	•	•
Battle Arena Toshinden 3	Takara	PlayStation
Road to the World Cup - FIFA '98	EA	PlayStation
Fighting Force	Eidos	PlayStation/Saturn
Forsaken	Acclaim	PlayStation
War Gods	GT Interactive	Nintendo 64
Resident Evil: Directors Cut	Virgin	PlayStation
24th October	•	•
Star Wars Monopoly	Hasbro Interactive	PC CD-ROM
G Police	Psygnosis	PlayStation/PC CD-ROM
Jersey Devil	Ocean	PlayStation
MDK	Interplay	PlayStation
Overboard	Psygnosis	PlayStation
Sim City 3000	EA	PC CD-ROM
31st October	•	•
Hercules	Disney Interactive	PlayStation
Namco Museum Vol. 5	Namco	PlayStation
Nightmare Creatures	Activision	PlayStation
Steel Reign	Sony	PlayStation
Wallace & Gromit: Animator Director	BBC Multimedia	PC CD-ROM
October (no set release)	•	•
Actua Soccer 2	Gremlin	PC CD-ROM/Saturn/PlayStation
Atlantis	Sega	Saturn
Curse of Monkey Island	Virgin	PC CD-ROM
Command & Conquer: Sole Survivor	Virgin	PC CD-ROM
Duke Nukem 3D	Sega	Saturn
Last Bronx	Sega	Saturn
Riven: Myst 2	Broderbund	PC CD-ROM
Unreal	GT Interactive	PC CD-ROM
Wing Commander: Prophecy	EA	PC CD-ROM
Worms 2 3D	Microprose	PC CD-ROM
Worldwide Soccer '98	Sega	Saturn
X-Files	EA	PC CD-ROM
7th November	•	•
Batman & Robin	Acclaim	PlayStation
Conkers Quest	THE Games	Nintendo 64
Goldeneye	THE Games	Nintendo 64
Deathtrap Dungeon	Eidos	PC CD-ROM/PlayStation
Final Fantasy VII	Square/Sony	PlayStation
Duke Nukem 3D	GT Interactive	PlayStation
NBA Live '98	EA	PlayStation
Rampage World Tour	GT Interactive	PlayStation
War Gods	GT Interactive	PlayStation
Screamer 2	Virgin	PlayStation
Tomb Raider 2	Eidos	PlayStation
Viper	Ocean	PlayStation
X-Files	EA	PlayStation
14th November	•	•
Colony Wars	Psygnosis	PlayStation
Grand Theft Auto	BMG	PlayStation
Marvel Super Heroes	Virgin	Saturn/PlayStation
Quake	GT Interactive	Nintendo 64
Tomb Raider 2	Eidos	PC CD-ROM
Winter Games	Konami	PlayStation
Z	Bitmap Bros.	PlayStation
21st November	•	•
Apocalypse	Activision	PlayStation
Banjo Kazooie	THE Games	Nintendo 64
San Francisco Rush	GT Interactive	PlayStation/Nintendo 64
Time Crisis	Namco/Sony	PlayStation
28th November	•	•
Ace Combat 2	Namco/Sony	PlayStation
Blasto	Sony	PlayStation
Broken Sword 2	Sony	PlayStation
November (no set release)	•	•
Blade Runner	Virgin	PC CD-ROM
Enemy Zero	Sega	Saturn
Lost World	Sega	Saturn
Lost World - Chaos Island	Microsoft	PC CD-ROM
Lost World - Trespasser	Microsoft	PC CD-ROM
NBA Action '98	Sega	Saturn
Quake	Sega	Saturn
Sega Touring Car	Sega	Saturn
Quake 2	Activision	PC CD-ROM
Sonic R	Sega	Saturn
Star Wars Rebellion	Virgin	PC CD-ROM

WE ARE THE CHAMPIONS!

PRESENTING THE CHECKPOINT WINNERS OF ISSUE #189

V-RALLY

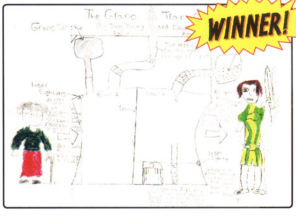
We wanted you to design a comfortable pair of shoes for Achilles, so his heel doesn't hurt anymore. Well you lot must have been brainwashed by Nike or something, because that's pretty much all we received. Air Achilles, Air Lara (big 'n' bouncy geddit?) etc. Not a pair of Adidas in sight! The winner by a mile was Raymond Reynolds of Co. Meath with his Elvis-on-burgers composition, showing great originality by drawing us something completely different to what we asked. Good on you Raymond, who cares what we write anyway, eh?



WINNER!

PANDEMONIUM

An easy one to judge this, design the ultimate conversion machine. That money for old pee bit was just the name for the entries, not what we wanted you to draw. Most bizarre entry was from Nick Heap with his machine to turn burps into sheep, weird or what? The winner though is the Grano Tran by Joey Young and Edward Slater from N. Yorks, with their machine that turns Grannys into fit young things, or as they put it so sweetly, turns them into pleasure!



WINNER!

DUNGEON KEEPER

We asked you to design a throne for 'The Master' to convince him how good a game *Dungeon Keeper* is. Again, not much originality was shown, with lots of thrones based around the Pentagram of Protection, or equipped with some useless gadgets. 'The Master' himself though was pleased to find The Throne of Doom, amongst the entries, by Joe Cooper of Flintshire. Complete with a huge cauldron of popcorn, hell beer (alcohol 666%), and best of all, the severed heads of Mike Newson and Ed Lomas. It is being built as you read, oh yes!

WINNER!



HOORAY FOR HMV

Again, thanks and praise to Doug and Darren of HMV. For they are the mysterious men in black who provide us with the release schedule and prizes you try to blag each month. Learn their names, Doug & Darren, Darren & Doug... now forget them! For it is not their fault should release dates change. Nor is it the fault of the CVG CUGLords. No, blame the software houses, boo and hiss them!

HMV







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NEXT MONTH

EXCLUSIVE INTERVIEW WITH NEO GEO 64 DEVELOPERS, SNK!

REVIEWED: ★ FINAL FANTASY VII ★ G POLICE ★ FORMULA 1 '97 ★ HEXEN 2 ★ TIME CRISIS ★ LYLAT WARS ★ SATURN QUAKE ★ AND DUKE NUKEM ★ BROKEN SWORD 2 ★ CASTLEVANIA X ★ MARVEL SUPER HEROES

PLUS: QUAKE 2, ★ PANZER DRAGOON RPG, ★ TOMB RAIDER 2

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ISSUE No. 192 OUT ON OCTOBER 15TH

BACK ISSUES!





Amazing coverage of the Tokyo Game Show '97. Everything you need to know about *Tamagotchi*. Part one of our expert *Fighters Megamix* guide. *Street Fighter 3* strategy guide. *ISS 64* review.



Tekken 3 guide (with extra tiny moves), first in-depth look at *Star Fox 64*, second part of our pro-guide to *Fighters Megamix*, full reviews of *Mario Kart 64* and *Dungeon Keeper*.



Tomb Raider 2 feature and interview, *House Of The Dead* guide and maps, *Vampire Savior* moves list, *Mario Kart 64* short cuts and tips, *The Lost World* games, *Formula 1 '97*, *G-Police*.



Tekken 3 moves for time release characters, plus all the 10-hit combos! Complete E3 show report! First pics of Neo Geo 64 and Konami Cobra games. *Time Crisis*, *Goldeneye*, *Ace Combat 2*, *Sonic Jam*.

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Greetings Exulted Newsie,
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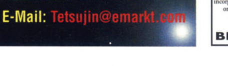
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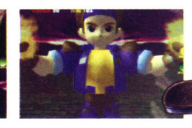
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AN INTERVIEW WITH SQUARESOFT





HIRONOBU SAKAGUCHI - PRODUCER

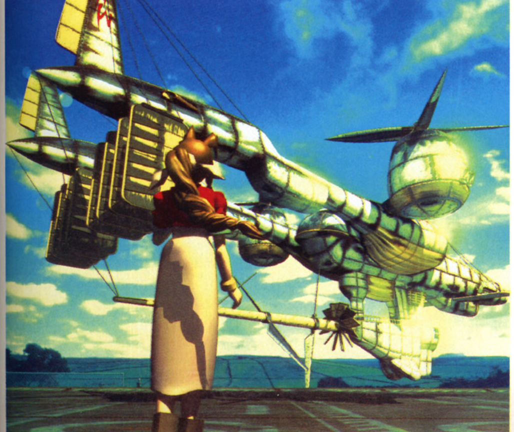


What is the background to *Final Fantasy VII*?
In August 1995, one of US's largest CG conventions "Siggraph" was held in LA. At that time we were not sure what the next generation RPG game should look like, so as an experiment, we created a CG-based game-like interactive demo to present at the show. It was focused on battle scenes, 100% real-time and polygon-based. That was the seed of *Final Fantasy VII*, and that was when we decided to make this a CG-based game.

The Siggraph version of *Final Fantasy* – the one everyone expected to arrive on N64. But only PlayStation could handle it.



Then came the discussion on how to design the field scenes including events – the actual story. Whether to make it illustration-based or CG-based, like the battle scenes. As we continued discussing, we came up with the idea to eliminate the connection between the movies and the fields. Without using black-out at all, and maintaining the quality at the same time, we would make the movie stop at one cut and make the characters move around on it. Then the next movie begins, and stops at another cut and then the characters move around on it. We tried to make it controllable even during movies as well. As a result of using a lot of motion data plus CG effects in still images, it turned out to be a mega-capacity game, and therefore we had to choose the CD-ROM as our media. In other words, we got too aggressive and put ourselves in trouble.





What are the benefits of working with the World's largest developing team ?
A larger developing team will not always create a better game, but with a project of such a scale as this you get to spend a lot of money, and you gain access to very highly-qualified staff. We were able to use many high-end machines, and work with approximately 100 highly-qualified staff, and I believe this was one of the largest game development teams in history. As a result, the final game generates a tremendous amount of energy. My theory was always this: If one person creates a game (it can be a racing game or anything) and then ten people create the same game, the one created by ten people will eventually have a larger amount of energy in it. Probably because with a large amount of resources, each person will be able to put his/her passion into his own role, therefore creating depth in the game. In addition, in *Final Fantasy VII*, we hired staff who had extra high levels of energy and passion. I definitely hope the consumers will feel the amount of energy coming out of this game when they play it. I'm pretty confident that they will.





Explain the theme of *Final Fantasy VII*
Ever since my mother passed away, which was when we were creating *Final Fantasy III*, I have been thinking about the theme "life". "Life" dwells in many things, and I was curious what will happen if I attempt to analyse "Life" in a mathematical and logical way. I'm an engineering major, so maybe this was my approach to overcome the mental shock in me. Although I've been occasionally sharing my thoughts on this issue with Mr. Uematsu, this is the first time in the Series that this particular theme is actually brought up in the game You might have difficulty noticing it, though.



Cloud suffers disturbing flashbacks right through the game. These visions become increasingly horrifc and weird as he nears his goal.

LIFE?

The message of Life which Mr Sakaguchi talks about refers to people, the creatures they encounter, and of the planet which supports them. In *Final Fantasy VII*, Makoh is the life-force which flows through every living thing. Kind of like The Force in Star Wars except Makoh can be contained, and then forged. This technology is controlled by the Shin-Ra organisation, who are endangering the planet by draining it of its energy: Makoh powers their incredible cities, and creates weapons for their armies. But untold crimes committed by Shin-Ra have driven the whole world toward a revolution. Yet what they're fighting is much bigger, many times more deadly, than Shin-Ra.

AVALANCHE WILL AVENGE THE DAMAGE YOU HAVE DONE, SHIN-RA! GAAH!

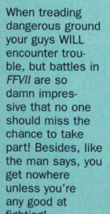
Why is *Final Fantasy VII* so good as a RPG ?
The basic gameplay follows the previous games in the series. You develop your characters by fighting many battles. However, without changing the basic gameplay, the visual and sound effects have been significantly enhanced further drawing the player's emotions into the game. This approach has been taken ever since the series started. On the other hand, there were times when people would say "One Way RPGs". They don't say that as often any more, but the reason why they said that is, if you force the images on the players, they wouldn't get the feel of actually controlling the game. In order to avoid those responses, during *Final Fantasy V & VI*, we have done extensive research on how to make the players feel interactively involved in the game, while upgrading the visual and sound effects. The results of this research has been thoroughly carried out in *Final Fantasy VII*.

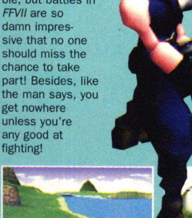


The game is very cinematic, why ?
Films last for one to two hours, and you often get emotionally involved in them. The sense of getting emotionally involved in games is totally different compared to that. However, by adding interactive aspects to films, I believe that players can get further into them – even become one with the visual images. That is my goal. As for me, I have always been putting emphasis on visual and sound effects, so instead of making my games equivalent to films, I want my games to surpass films.

FIGHTING AIN'T JUST FOR KICKS!

When treading dangerous ground your guys WILL encounter trouble, but battles in *FFVII* are so damn impressive that no one should miss the chance to take part! Besides, like the man says, you get nowhere unless you're any good at fighting!













Enemies are unseen before they attack, so catch you by surprise.

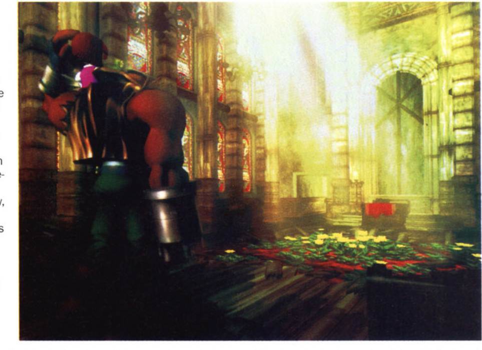
During an encounter, both sides may act only when their time bar is full.

Choose to attack, defend, use an item, or another skill from this neat menu.

Magic Attacks get bigger and better the more your party develops!

Limit Attacks are powered by a similar gauge to that used in *Street Fighter*.

Tell us about Mr. Yoshinori Kitase, the Director of *Final Fantasy VII*
I have been working with him since *Final Fantasy V*. When he joined Square, he told me he initially wanted to become a film director but that it was impossible to accomplish in Japan. He's pretty dry, and a man of black humour. If the previous versions of this series were a puppet show, this one was a real film requiring innovative effects including various camera angles. His experience of studying cinematography since college and creating private films has contributed a lot in meeting the requirements. He is the director of this game.



How did you create the battles in *Final Fantasy VII*?
In battle scenes, we use a lot of camera angles and effects, paying attention to space and 3D. Therefore, the battle scenes become the highlight scenes. The 3D effect is best shown when you use "Summon Beasts". This has always been the most attractive scenes in games, but we had to struggle to show them effectively in 2D atmospheres. Now using 3D technology, broader effects have been accomplished.









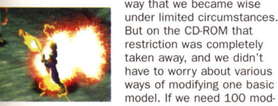






YOSHINORI KITASE - DIRECTOR

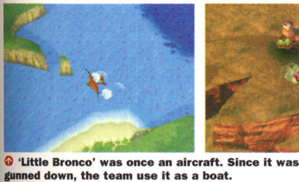
What are the Benefits of CD-ROM's Capacity ?
In *Final Fantasy VII*, which is the first version in CD-ROM, the most significant different to us was capacity. Before, we were given restrictions in capacity, so we had to create one basic model and fiddle around with it, making players believe there were variations. It was good in a way that we became wise under limited circumstances. But on the CD-ROM that restriction was completely taken away, and we didn't have to worry about various ways of modifying one basic model. If we need 100 models, we can create each of them from scratch. The basic concept you have when creating RPGs is to imitate the real world and create a fictional world within the game. We have followed that concept in previous versions of this series, but technically, we had to use one basic model in different ways, or use a world symbolised specifically for game-use. Now it is much easier for us to achieve our original goal. We can now express various aspects of the real world within the game.





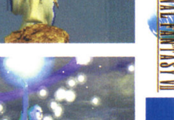
As Cloud heads toward this ghostly city, the background shifts to give the illusion of depth.







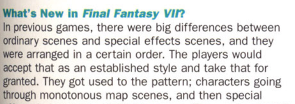
'Little Bronco' was once an aircraft. Since it was gunned down, the team use it as a boat.

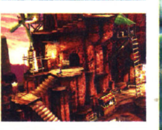


'Highwind' is a cool airship which allows the team to travel higher and further than ever!



What's New in *Final Fantasy VII*?
In previous games, there were big differences between ordinary scenes and special effects scenes, and they were arranged in a certain order. The players would accept that as an established style and take that for granted. They got used to the pattern; characters going through monotonous map scenes, and then special effects being use in highlight scenes. They understood it as the grammar of games, especially RPGs. We tried to break that understanding. For example, even in map scenes, the characters won't just move horizontally and sometimes thrilling effects are added. In highlight scenes, we didn't make it too elaborate so that it will excessively stand out from the other scenes. We changed effects in those scenes, but the style in showing the images remain the same. As a result, effects are spread out evenly through the whole game. The players will enjoy the flow of the game from the beginning through the ending, without noticing any intervals, or arranged orders. I consider this as the new feature in this game. It's hard to explain in one word, but players will get something like the new feel when they play this game. A feel that demolishes previous values and grammars of RPGs.







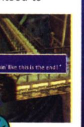


What do you mean by expressing this new 'feel'?
Not just us, but everyone has always wanted to express depth. We used a layer of 2D BG [back ground] images, changed the motion speed of each layer to create simulated depth effects – this technology is popular in animation. We've always tried hard to create depth in gameplay and special effects. Now hardware technology has improved, and thus allows us to realise what we wanted to do for a long time.



To escape from the Shin-Ra building, AVALANCHE break into a motor garage and steal some cool looking vehicles. Check Cloud on this Hardy Daytona bike!

What were the key issues in directing *Final Fantasy VII*?
As I mentioned earlier, in order to prevent players from noticing intervals in the game, we have spread the effects evenly throughout the game. This means that if you make mistakes in the directing, the game could turn out to be monotonous. To avoid that, we have inserted various highlights, and those highlights are never-seen-before spectacles. In previous games, these scenes would appear in the beginning, ending, and maybe once in the midst of the game; scenes like worlds collapsing, etc. This game has around 40 of them. Those scenes are guaranteed to excite you.





AVALANCHE become separated, and Cloud is in danger of falling to uncertain danger. There is nothing Tifa can do to help. An explosion sends Cloud on his way.



What are the key features of *Final Fantasy VII*?
Obtaining abilities and strategically combining them to defeat certain enemies (Bosses) has always been the key feature of the *Final Fantasy* series, and this remains the same in *Final Fantasy VII*. The basic story line is that Cloud is the main character and separate episodes are prepared for the other characters as well, which somehow relate to and support Cloud's story. However, the focus is more on Cloud's story when compared to the other games in the series.



CLOUD
Ex Shin-Ra soldier. Once hero-worshipped a senior officer called Sephiroth, but things went horribly wrong during an expedition to a Makoh Reactor. A complex man.

AERITH

Valuable to Shin-Ra because she is the only known survivor of a people called Cetra – otherwise known as the Ancients. Mysterious and beautiful.

BARRET

Lost his right arm during a confrontation with The Turks (Shin-Ra mafia). Lost friends and family when his home town was burned to the ground.

TIFA
Cloud's childhood friend. Formed the revolutionary group AVALANCHE with Barret to avenge the death of her father at the hands of... no, it's too horrible to tell!

SEPHIROTH
A dangerous man... or whatever he is (we're not telling!). Sephiroth never fails to shock you to the core with his outrageous nihilistic acts. Think of him as Cloud's nemesis.



RED XVII - VINCENT - YUFFIE - CAIT SITH

These characters join the group at special events during the early stages of the game. To reveal everything about them would ruin the story for you. But you have to be a cool player to secure Yuffie and Vincent. We'll reveal how to find them all in a later issue – giving you time to find them yourself. Good luck!


RED XVII


VINCENT

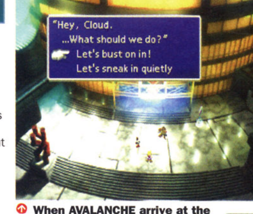

YUFFIE


CAIT SITH



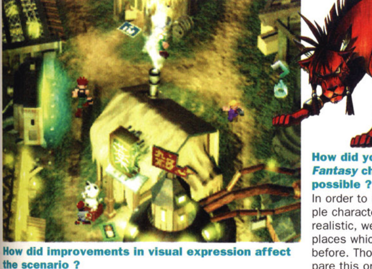
KAZUSHIGE NOJIMA - PLANNER

What are the key factors in the scenario?
Thanks to the CD-ROM, cinematic expressions which were impossible in the past have become available. Going through many discoveries like "Hey, look what we can do", and "Hey, we can even do this", we found out that this thing was turning into something like a film. However, films can be watched in film theatres where as the game will be played in the home. In order to make the game attractive to game players, we tried hard to put the playable elements in the scenario. For example, a film will proceed in a pace that its producer has set up, during the entire 90 min/two-hour time frame. In this game, we make it so players will not have to follow our pace (this is a difficult thing to do from our side) but move at their own. Just like when you'll flip back pages while reading a book, or rewind a video tape. While we put our efforts in making this into a film-like game, we did out best to include as much interactivity as we could.





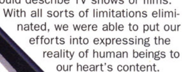
When AVALANCHE arrive at the Shin-Ra building, Barret gives Cloud the choice of caution or bravado! 'Ah, sod it', we thought!!!



How did improvements in visual expression affect the scenario ?
Before, due to limitations in camera angles, the game screen appeared to be something like broadcasting a stage scene. Now, with various camera angles, close-ups on characters' facial expressions are available. Also, characters' expressions have become rich by using detailed gestures added to speech lines like "uh-uh" or "....". One surprising result is that although it's a long story, the number of text characters has actually decreased.

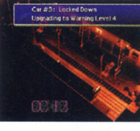


How did you try to make the *Final Fantasy* characters as realistic as possible ?
In order to make a story with multiple characters into something more realistic, we added depth to certain places which we had to compromise before. Though I don't want to compare this one with the previous games too much. For example, if one character in a group says "Let's go!", one or two of the others would say "No, wait a moment...". There will be discussions like, "Com'on, we're going!", "No, we can't because...". This might slow down the progress of the story a little bit, but we believe it gives the players opportunities to think together with the characters. We hope that people will play this game and say the characters stand out, in a way they would describe TV shows or films. With all sorts of limitations eliminated, we were able to put our efforts into expressing the reality of human beings to our heart's content.

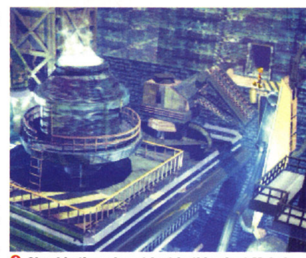


KEN NARITA - PROGRAMMER

How did you find it dealing with CD-ROM ?
There were both merits and demerits switching format to CD-ROM from ROM. Things that became capable were playing movies and adding richness to map images, all of which contributed to adding larger scale to the world within the game. The demerit was slower access speed compared to ROM, which affects the time of bringing up data. The key issue for us now was to overcome this disadvantage; how to make the players unaware of the speed (we had to actually cheat here), how to prevent the players from being disappointed. We are confident that we've achieved our goal.







Cloud is tiny, almost lost in this giant Makoh Furnace. But you can still move him around.

Tell us about the screen angles in *Final Fantasy VII*.
In previous *Final Fantasy* games, the characters' size in the screen was fixed. The players were always watching the characters from a fixed distance. Therefore, players could only see certain areas within the screen. With the new 3D technology introduced, we thought we should put emphasis on enlarging the scale of the world within the game. The characters need to be shown to look tiny in order to do that. At the same time, we tried our best to make it so the players wouldn't have difficulty in controlling the character. Actually, as it turns out, when you see the tiny character walking around in the screen, it looks cute. And as you see the character walking around, but notice that it's not making that much of a progress, you feel that the character is in an awfully large scale world.





Cloud begins to climb down a ladder, but where does it take him?

Ah! This place is big. A guy could get seriously lost in here!!!



Cloud, Barret, and Tifa gaze up at the colossal Shin-Ra building.

Tifa's Beat Rush attack looks awesome from this close-up of the action!

(KEN NARITA CONTD.)

Another thing that becomes available by the technology was various camera angles. Before, the camera was always shooting 45° downwards at the character. Now you can look at characters from the side, from above, and even from the bottom. The availability of these film-like camera angles in games is the largest benefit we get from switching platforms to a 3D capable machine. I always felt like we were forced to look from a fixed angle. With the camera rotating around the character's body, you will be able to get a good view of the surroundings at the same time. This game is actually like a special play, where you can follow the lead character around, and furthermore, give orders to him.

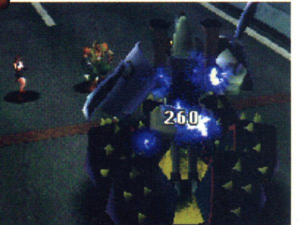
KAZUYUKI HASHIMOTO - CG SUPERVISOR

What is the role of a "CG Supervisor" ?

I oversee the technical aspects of the computer graphics design team. There are various types of software available for creating CGs. I basically supervised the methods on how to convert data from those softwares into a game format. That includes the procedure of extracting, modifying, and formatting of the motion picture data of 3D polygon-based characters.

Tell us about the CG technology in *Final Fantasy VII*

There are two types of CG technology used in this game. One is the "movie" technology, where you create motion pictures using CG software and store it on CD-ROM. The other is polygon-based technology, where you create 3D objects and make them move. The first one is real-time, and the second is pre-rendered – computed in advance. Speaking of the pre-rendered type, basically we use the equivalent level of technology used in the film industry. The software we use is mostly equivalent as well. The most popularly used in-house is Alias. It is amazing to see new images being generated one after another, and all being played smoothly on the game console. You realise how powerful current technology is.



Looking over the 'shoulder' of Shin-Ra's security robot. Barret and Tifa are made to look like midgets!





Just to keep all the *Final Fantasy* die-hards pleased – Chocobo and Mog...!!!



Regarding the quality of images created with these tools, there are levels where you can reach by using the tools in a general fashion, but there are advanced levels where you can't reach unless you get extremely involved in the tools. I was surprised to see our graphics designers actually reach pretty high levels in approximately three months. They have become capable of designing images of a quality that can compete with professional CG designers. We have put effort in setting polygons for movements that are much finer than the previous games.







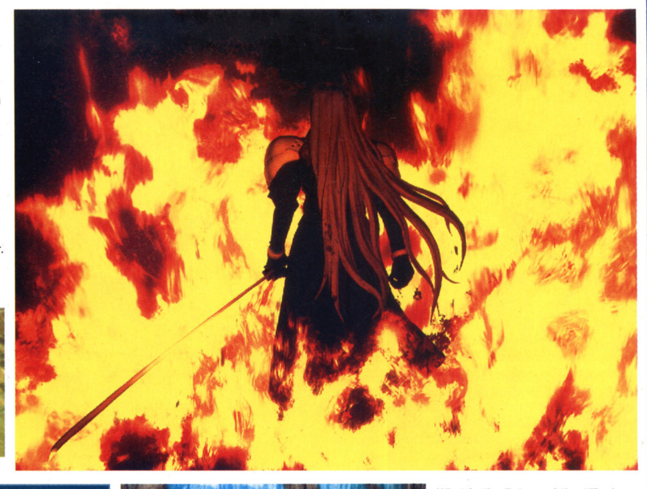


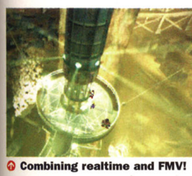
What do you feel are the benefits of the capacity of CD-ROM ?

The number of events don't change, but the quality of each event is much richer. Talking about capacity, the opening video of *Final Fantasy VII* itself could hold approximately five *Final Fantasy VI* entire games. In the previous games, characters were hand-drawn, whereas in this one, they're polygon-based. They get a little blocky when they're polygon-based, but it gives advantages to the event designers in the sense that they can create multiple gestures. Being able to create various gestures unique for that particular scene, and being able to add more to it gives the characters a variety of expressions. The polygon-based drawing technique was new to our programmers, so we had to study extensively on colour usage, and learn a lot from designers who were experienced in using Silicon-Graphics machines. I believe the result is the best thing available in the present. In fighting games, you'll see only two characters on the screen, whereas in the *Final Fantasy* series, at least 10 characters must show up for the story to proceed. We tried our best to show as much of the character action on the screen as possible.



What do you think is the future of games ?
I think we're still in a transition period. Currently there are limitations in CPU speed, memory, and CD-ROM capacity, but I believe more and more improvement will take place on hardware. When I think about the ideal future of home entertainment, films and games will be displaying equivalent image-quality through TV. Then we'll be able to create images with film-like impacts using CGs. I use the word equivalent, but I know films and games will have their own futures. However, if they come to compete with each other in some fashion, we would like to be superior. We have the advantage because, besides the image data itself, we have CPU-generated effects.



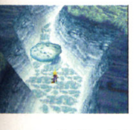


Combining realtime and FMV!

NOBOU UEMATSU - MUSIC COMPOSER

How did the CD-ROM format change the style of music in the game ?
The number of simultaneous music output options used to be eight for the SNES. Now it's 24. We leave eight of them open for sound effects, so we have 16 to use for actual music. That adds richness to the music. For example, when you hit the piano keys with both of your hands, you get 10 notes at once, and you won't be able to create that kind of a sound on a SNES. Suppose we create that piano-type sound with 10 notes, and you still have six notes left. This means you can fit in sounds of other instruments, and this certainly adds richness to the game music.

Music suits the mood of the scene. Sometimes it changes to highlight an new emotion.



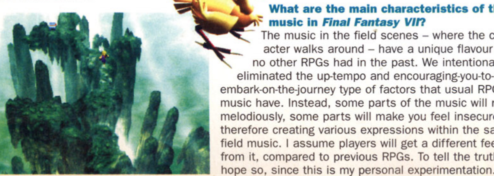




How do you decide which music to use at which points throughout the game ?
The music in this game is, like those in the previous games, generated from an internal sound source. Some people say "Since you're using CD-ROM, why don't you do a studio recording, at least for the movies?". I wouldn't prefer making portions of the game gorgeous. I would rather concentrate on balancing out the quality of music throughout the game. Any one of the music, images, system or scenario should not stand out too much. They should be kept uniformed and levelled out in quality. We have always been trying to accomplish this. The people professional in each field should always try to level out those elements which stand out, and those which are low.







One shot of a location found deep into the adventure. (Just to tease you!) The music here is very cold. As a result you start cacking cobbles!

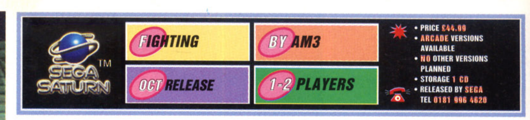
What is the Future of the "Final Fantasy" Series ?
I've been wondering for a long time. Ever since *V* or maybe *VI*, this thing is being created with the ultimate goal to be a game plus something else I cannot describe. If you listen to the music in *Final Fantasy I*, *II*, *III*, and *IV*, you'll notice short sequences of music been looped, but in V and VI, you'll notice the people creating the music are becoming aware of film soundtracks. At the time we all realised that we are going for something else than just a game.



What are the main characteristics of the music in *Final Fantasy VII*?
The music in the field scenes – where the character walks around – have a unique flavour that no other RPGs had in the past. We intentionally eliminated the up-tempo and encouraging-you-to-embark-on-the-journey type of factors that usual RPG music have. Instead, some parts of the music will rise melodiously, some parts will make you feel insecure, therefore creating various expressions within the same field music. I assume players will get a different feel from it, compared to previous RPGs. To tell the truth, I hope so, since this is my personal experimentation.

BEST GAME ON PLAYSTATION?

Over three million players worldwide can't be wrong: *Final Fantasy VII* is already a classic. CVG will be detailing loads more cool features of this 50+ hour epic next issue, and set in stone our opinion.



Saturn fighting fans are being spoilt. *VF2* WAS the best looking beat 'em up. *Fighting Vipers* WERE the toughest things around. All that's about to change, because *Last Bronx* has arrived. Warriors come out to play!



©SEGA

Sega's AM departments are never ones to rest on their laurels. The inter-team rivalry is always fierce, resulting in better games being produced all the time. This year is no different with AM1 giving us the definitive shooter in the form of *House of the Dead*, and AM3 producing the unique *Top Skater*. Last year AM3 broke into AM2's (the 3D fighting game experts) territory, with the excellent *Last Bronx*. A year later comes the inevitable conversion onto the Saturn. Boasting stunning hi-res graphics and extra modes of play, prepare to wup ass in the concrete and weapons tournament.

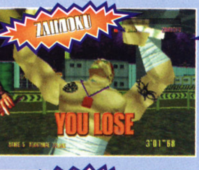
STREET FIGHTING MAN

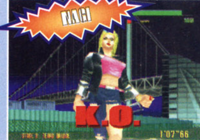
The game contains eight playable characters, plus a final boss who can be accessed later with a cheat code. Unlike most fighting games, where each character uses a specific martial art, *LB*'s misfits are a bunch of dirty fighters who rely on weapons and not their fists. The weapons are what really make the difference. Tiny Tommy uses a long pole to compensate for his small range, The frighteningly fast Kurosawa is armed with a wooden sword. Young cheerleader Lisa fights with two extendible metal poles. Wolf-like Zaimoku is slow but has a giant hard-hitting mallet. Nagi the queen of floating attacks uses twin sai. Leather-clad Yusaku wields a sansetukon three-sectioned staff. Yoko is very fast and athletic with a mastery of her tonfas, and finally there's Joe, armed with dreaded nunchukas. Top marks to Sega for convincing the BBFC to leave Joe's nunchuks alone. We all know the difference between right and wrong, don't we?



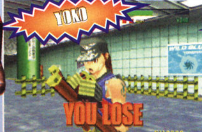






















THESE ARE THE ARMIES OF THE NIGHT

Last Bronx contains the familiar ropey fight game premise, under which all combatants are entered into a tournament to see who's the best. Set in Tokyo, gang leaders of rival factions have been entered into a contest. To unite all gangs and avoid future conflicts, the winner will lead all the others, as the ultimate street army.

BRONX TO BE WILD!


'You think you're big time, I stomp on yo' puny hide, boyeee!'


THWACK! BANG! And there's plenty more where that came from.


No they're not dancing a tasty tango, Lisa's going onto her back!


That looks far too rude and dangerous to write a caption for.

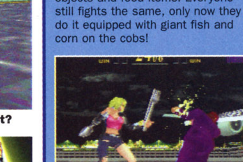
Last Bronx uses the now standard control system of Guard, Punch and Kick buttons. Or simply put, it plays like *Virtua Fighter* using PPPK style attacks. Floating combos are as equally lethal here, as they were in AM2's masterpiece. With the weapons leading to some spectacular floating attacks. Also, because of the reach of some weapons, it's hard to judge what is a safe distance between the fighters. Stray too close to Tommy or Kurosawa and a combo attack will leave you barely standing.



Hmm Yoko and Red Eye, what is their secret?

A REAL BRONX CHEER

One of the strangest features of any arcade game, has managed to find its way into the Saturn version - a cheat to turn all the weapons in the game into a mixture of household objects and food items. Everyone still fights the same, only now they do it equipped with giant fish and corn on the cobs!


'I'm gonna beat you, and then I'm gonna eat you. In that order'!






Ha, ha. He's got corn on the cobs. Mmmm sweetcorn, tasty.




Metallic versions of each fighter appear in the arcade mode. Usually when you achieve numerous perfects.



LAST BRONX THE MOVIE

Last Bronx features all the usual additions found in a home beat 'em up – Versus, Story, Survival, Time attack and Watch modes. Also added is a Manga-style intro, which although a little short, is very well done. Plus in Story mode, find out the secret link between Yoko and Red Eye and a whole lot more. Unfortunately, due to the sheer volume of translation that would be needed, there will be no training mode. This is because for the Japanese version of the game, the training mode came on its own CD, featuring manga-style fighters, as well as the regular cast, plus animated diagrams and blackboards explaining how each move is performed! If this were to be included in the English language version, the game wouldn't be available until next year!



REVIEWER

Another great Sega fighter, but with a catch - this is no Megamix beater! What we have here, is an amazing conversion, of what was (against other Sega beat 'em ups) an average arcade game. Lovely high-res graphics replicate the arcade look very well, though there is a little polygon flicker on victory poses. Once finished there's not much to come back to. At least Namco had the decency to add those substantial extras to Soul Blade. Moves aren't as fancy as VF2, or Vipers and the AI isn't quite as good either. What we have here is a technically excellent looking game, but one that lacks real substance and longevity. I liked Last Bronx in the arcades, but as a home game it doesn't hook me. Sega have given us better many times before, and if you've sampled their delights already, you can taste the difference with this straight away.

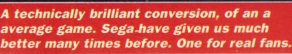
ALEX HUHTALA





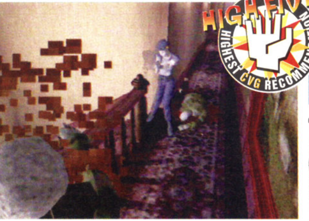


RATING



A technically brilliant conversion, of an a average game. Sega have given us much better many times before. One for real fans.

REVIEW



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PC CD ROM

SURVIVAL HORROR | BY CAPCOM | OUT NOW | 1 PLAYER

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The rich people get a lavish version of Capcom's classic with a 3Dfx-only game! PC paupers start saving or get used to the window shopping!

RESIDENT EVIL

It's been a Checkpoint regular for ages now. Every month we get the release schedule from HMV and 3Dfx *RE* is on it. Then we find out after the mag comes out that it's been delayed another month and so it ends up in the following month's release list. But finally we've been treated to the arrival of this classic game, and by all intents and purposes it's been well worth the delays. Despite claims from Virgin that this was to be a fully uncut version, the intro and a couple of FMV scenes have been cut to tone down the gore. However, there are rumours that a patch will become available over the net which will hold an uncut original version of the title. Only then will PC owners be able to experience the full feeling of Survival Horror.



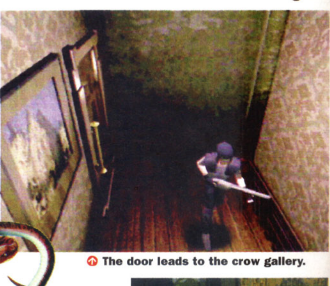
Certain camera angles really show the 3Dfx power.

ACCCCCCIIIIIIIDDDDDDDD!

When you stumble across Forest on the balcony – with Chris under your command – all that's there is a clip and his decaying body. With Jill however things become a little different. Visit him at the start of the game, and the clip has been replaced by a bazooka! If you don't visit him at all, Barry will bring you some Acid Rounds which can be used as ammo and advise you to go and get it. The bazooka will kill most enemies in one hit, sending limbs all over the room, so try and save it until you're absolutely desperate. Remember that the rounds are extremely rare, so when you find some it's not a cue to go mad blasting the hell out of everything. Being selective is probably the best piece of advice you can have.

SMOOTHER THAN A BABY'S...

Now that *Resident Evil* has hit the most powerful games machine available, you'd expect it to look pretty amazing. In some cases yes it does, but in others... Chris, Jill and all of the human characters look totally awesome! The facial detail is superb, but the clothes and joins (knees and elbows) still look like lego. The backgrounds seem to be inconsistent as well, with some sporting huge levels of detail and others looking just like the console versions. But these are all minor gripes because when a game looks as good as this, and has virtually no loading time, it really doesn't matter.



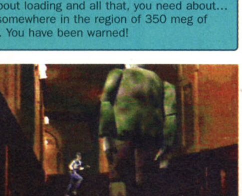
The door leads to the crow gallery.

SPECCY BITS!

This paragraph is either going to really please or really annoy you, depending on what sort of machine you own. All those that don't have a 3Dfx accelerated machine can turn the page now, because this game just won't work. That's the first hurdle, but now we have the water jump. To install all of the data for *RE* and be able to play it on the quickest setting without worrying about loading and all that, you need about... roughly... somewhere in the region of 350 meg of free space. You have been warned!

Well at least it cured his splitting headache. The ultimate hangover cure.





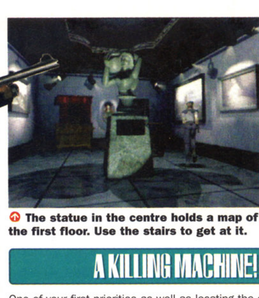
Notice how smooth the characters look.

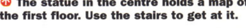




Take this shotgun to double your firepower and fun.







The statue in the centre holds a map of the first floor. Use the stairs to get at it.



The first enemy and already taking a beating! It's downhill from here then!

A KILLING MACHINE!

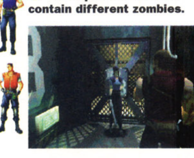
One of your first priorities as well as locating the crests is to grab yourself the shotgun! Things will start to progress a lot quicker once you have this in your possession as all the standard zombies can be killed in one hit. Remember to aim at their heads or legs for the one bullet kills. If you're playing as Jill you can simply take it from the wall and Barry will rescue you before the ceiling squashes you. With Chris however, you need to find the broken shotgun which is located in the small room, just past the storeroom where you meet Rebecca for the first time. You then need to swap it with the working one to prevent the ceiling coming in on you!

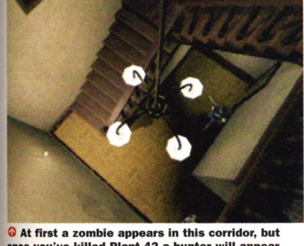


The body will reveal two clips if you search it.

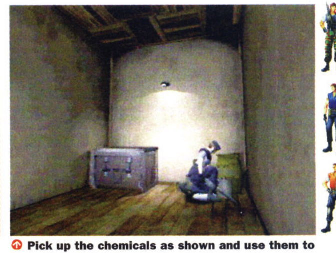


The depths of the labs contain different zombies.





At first a zombie appears in this corridor, but once you've killed Plant 42 a hunter will appear.



Pick up the chemicals as shown and use them to kill the smaller plant in the greenhouse.

MULTIPLE KILLINGS ARE EASY!

Especially if you happen to have the shotgun, rocket launcher or bazooka. Basically, these weapons are a lot more powerful that the handguns, so they have a greater range. This means that groups of enemies can sustain hits from one shot, thus saving you bullets and time. Dogs are the most likely to suffer from this, as they hunt in packs anyway and stick together.

Drain the water to render the sharks helpless.





Don't bother trying to take them all on. Run to the end of the corridor and shoot from a distance.

REVIEWER

It is hard not to enjoy playing *Resident Evil.* Although you cannot ignore the high blood shed, it's the general eerie atmosphere it creates, that makes this such a winner. Without the memory space to load it all in though, you may not be able to appreciate the full-on horror effect. The graphics are exactly what you'd expect from a 3Dfx game. Smooth, immensely detailed and it all loads up in ultra quick time providing you have the space. Despite the fact that there are no new elements to the game, it still stands out from it's other competitors.
Moments when you run around a corner and see three or four zombies coming at you, or a pack of dogs ready to spring... those can be genuinely scary. Unloading rounds and rounds from a shotgun is immensely satisfying, and seeing chunks of zombie heads splattering around the screen brings a laugh to all faces. Awesome!

STEVE KEY









A genuinely chilling game that isn't afraid to stick the boot in. If you've got all the hardware, purchasing this is a very wise move!





SURVIVAL HORROR | BY CAPCOM | OCT RELEASE | 1 PLAYER

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With the excitement surrounding *Resident Evil 2*, is the Saturn version of the original going to be a tad too late or ride on the growing Survival Horror hype?

RESIDENT EVIL

Saturn owners, this is your cue to rejoice! Even though it has been a long and maybe painful wait, your version of *Resident Evil* has finally arrives, and it kicks zombified butt! It's obvious that Capcom have spent the considerable amount of time since the PlayStation release making this as good a conversion as they could possibly hope for. From these shots it is almost impossible to tell the difference between the two games, and once you start playing, you'll realise that it's easily as good too!

JUST IN CASE YOU GET STUCK...

For the benefit of all those who have never played the original, here's a few pointers to get you going, as you hack your way through the mansion.



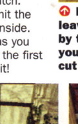
The crows won't attack you in the gallery unless you shoot at them first. If you do, head for the door!

FIND THE CRESTS

The first set of tasks you should set out to achieve is locating the four crests. These let you gain access to the Courtyard and the inner depths of the game. They are scattered all over the mansion, and will take some time to get. The first, and easiest is gained by putting the blue gem into the eye of the tiger statue. Head for the Crow's Gallery after that and look at the paintings in order of age, starting with the newborn child up to the bold-looking old man. The third is located on the first floor of the mansion, and is inside a room with two grates and a switch. Push the two statues over the grates and hit the switch to open a chest with the crest inside. The final one is the most difficult, as you have to fight Yawn the snake for the first time in order to gain access to it!







If you try and leave the mansion by the front door, you get this little cut scene.

PLANT 42

The next major task for you is to find and kill Plant 42. By this stage in the game, most of the puzzles shouldn't trouble you and you'll be totally engrossed in the game. You have to mix the V-Jolt and pour it over the roots of the Plant to kill it once, which only Rebecca can concoct if you're playing as Chris. Even at this stage, the end is still far away.







REVIEWER

The quality of this *Resident Evil* conversion is obvious for all to see and the basic fact is, it's an almost perfect replica of its PlayStation counterpart. The graphics are the thing that most surprised me about *RE*. With all the talk about the Saturn being inferior in this department, the quality cannot be surpassed. All of the rooms, the enemies and the animation are almost identical. Some of you may be thinking that it has taken far too long to transport the game to Sega's machine, and I'd have to agree with you. But if you think about how many other Saturn games there are like this, you can forget all that. Capcom have done a sterling job with this, and the ranking mode is a good little bonus for those who've completed the game. Saturn owners, your time for skiddy pants has arrived. Awesome!

STEVE KEY



The Saturn version matches its Sony brother for graphics, playability and the general poo-your-pants appeal you get while playing. Cool!







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Bringing dinosaurs back to life might seem like a crazy dream. But that's what Spielberg's games company – Dreamworks – specialise in!

THE LOST WORLD JURASSIC PARK

With the onslaught of dazzling blockbuster movies to hit the big-screen recently, The Lost World has faded into the background somewhat. But perhaps only a bit. After all, the biggest sequel of the decade isn't gonna go away without a massive roar. And whatever you thought of the film – a thrill-ride to top the original, or a disappointing farce – there's no doubting the power of its hype. An island filled with dinosaurs, running free and eating humans! It's a 100% marketable image! And so, with Jurassic glove puppets and burgers, and soundtracks with fold-out 3D dino-ramas roaming the merchandising paddock, it's time to unleash the biggest spin-off of them all – *The Lost World* videogame! Your chance to explore that island filled with hungry dinosaurs and screaming humans – and to play as both!

THE GAME TRAIL!

A game set on the Site B dinosaur breeding ground of The Lost World has limitless potential. Sega's coin-op put you in the more predictable situation of a 'ride' around the island, as every form of dinosaur is thrown at you. Dreamworks, the team behind the home game (and Spielberg's own game dev company), have gone for an approach more akin to Wildlife on One. You play the humans AND dinosaurs going about their everyday survival routines. Of course, for a T-Rex each day consists of eating everything in its path! And for a human on the island, not being lunch is biggest daily concern!







There are 20 species of creature in *The Lost World* game. Here's a Triceratops and an Ankylosaurus.

MEET... MR DNA!

Considering Dreamworks have prided themselves on the realism of the game – both in looks and the motives for each animal – it's curious that some of the natural landscape features numerous 'neat' ledges. Yep, *The Lost World* is a platform game! Much like *Pandemonium*, the action scrolls from left to right, with the 3D background being mainly uninteractive. The path sometimes forks off though, allowing you to head along different routes. In classic corny platform fashion, there are things to collect too. Hidden DNA strands, and crates with weapons for the humans. The dinosaurs even power-up their 'raptor eye' (top right of the screen) when they kill, making their attacks stronger. The aim of every level though, is just to get to the end!

LIFE FINDS A WAY!



As the compy, you have to run through the legs of a moving brachiosaurus herd. This bit looks incredible!

An amazing amount of attention has been spent on the look and animation of the dinosaurs. The full 3D models are excellently textured using a single-mesh system that stretches as the dinos move. Also, the motion for some of the dinosaurs has been taken from the movie models – most notably the raptor and T-Rex movement. The results are so impressive, they rival the movie in some cases!







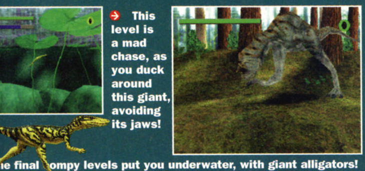
SPOTTER'S GUIDE TO DINOSAURS!

You get to play as five different creatures over 40 levels, starting as the compy and eventually working your way to human scientist.

1. PROCOMPSOGNATHUS

As the smallest creature in the food chain, your journey through the first few levels is mainly on the run! However, you'd be surprised how easily a compy can bring down a raptor when it tries!





➔ This level is a mad chase, as you duck around this giant, avoiding its jaws!

↑ The final compy levels put you underwater, with giant alligators!

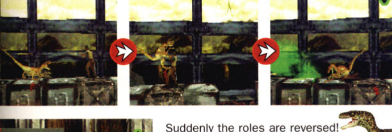
2. HUMAN HUNTER

As the human, you're given vaguely *Bionic Commando*-style abilities thanks to a grapple gun. Just keep loading up the weaponry and hitting them lizards!



➔ These Pachycephalosaurs are tough to kill, but one gas cannister can bring them down.

3. VELOCIRAPTOR



Suddenly the roles are reversed! Now you get to go into the caves and InGen complex, hunting down the humans. And other dinosaurs too!

↑ The Raptor can be made to coil, then spring at enemies, just like in the films!

← Enemy packs of velociraptors gang up on you on later levels.

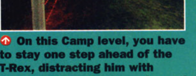
4. HUMAN SCIENTIST

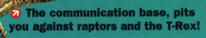
Playing the final character, the game more closely follows the movie. As the paleontologist Sarah, you've got to get off the island!





↑ On this Camp level, you have to stay one step ahead of the T-Rex, distracting him with flares and jumping laser fences!





➔ The communication base, pits you against raptors and the T-Rex!



➔ The final level is aboard the ship, heading to San Diego. Could the city be a hidden level in the game?



5. TYRANNOSAURUS REX

Now that's more like – top of the food chain! The T-Rex levels are the best, as you can do all those favourite T-Rex things, stomping about devouring everything!



↑ Bashing them out of these turrets, you can grab screaming humans in your mouth, then eat them or throw them over your shoulder.



↑ Any time you want, you can let off the now legendary roar. It sounds just like in the movies!



↑ Giant raptors give you some hassle here, even though you're the king!

REVIEWER

While I found the film disappointing, a game of The Lost World had the potential to be mind-blowing. This isn't. Clearly Dreamworks wanted to make interactive dinosaurs that rivalled those on the big-screen. The compy, raptors and T-Rex look and move fantastically. Unfortunately though, the game seems to have taken second place to the looks. Considering the creatures and environments are 3D, it's a waste that the game is a *Pandemonium*-clone. Each level only has one idea, which is repeated until the end. So bashing humans out of hanging baskets and eating them gets tedious after eight-in-a-row. Another fault I have to mention is the fixed animation routines, which sends you off ledges when you want to walk one step. No doubt this will sell loads (it looks great in the cinema ads) and controlling the dinos is okay fun, but this is quite bland fare. TOM GUISE









Some of the visuals live up to The Lost World expectations, but considering the gaming potential of this license, this is a missed opportunity.



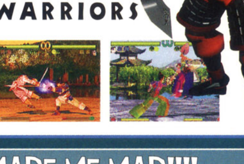


PlayStation	FIGHTING GAME	BY KOEI
	NOV RELEASE	1-8 PLAYERS

- PRICE £ 44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY OCEAN TEL 0161 832 6633

Dynasty Warriors gains an official release from Ocean and quietly slips into view as the triple-A heavyweights do battle. Could it be a surprise contender to the crown?

三國無双 DYNASTY WARRIORS



With more and more fighting games arriving on the scene these days, coming up with an original idea becomes harder and harder. Tweaking other themes and engines seems to be the most common slant programmers take and in *Dynasty Warriors*, the same can be said. While it's not a bad game – far from it – you get a feeling of 'been there done that' while playing. *Dynasty* has enjoyed relative success in Japan and the States over the last couple of months, but given that certainly the Japanese market is perfect for one-on-one fighting games, not too much should be read into this. With *Marvel* and *EX Plus* on the way, you'd be better advised to wait for one of those.



The weapons feature similar light trails as those in *Soul Blade*. They are more subtle here though.

NOW YOU'VE MADE ME MAD!!!!

During the bouts, you'll notice a small energy bar in the bottom of the screen which is slowly filling up. Everytime you hit an opponent, more juice is added to the 'rage bar'. Fill it up and the light at the end turns red, to indicate you're charged up. At this point you should execute a fireball motion and hit Square and X together. The screen will darken and you'll begin a series of pre-defined slashes and swipes, much like the Critical Edge in *Soul Blade*. And some characters also have an extension to this move as well.















The camera angle switches once a throw has been pulled off.



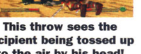
Xiahou is about to waste his rage attack on the downed enemy.



With both players in mid-swipe, the possibility of clashing is high.



This throw sees the recipient being tossed up into the air by his head!



DODGY DEALINGS



Unlike *EX Plus*, *DW* is a TRUE 3D game, meaning you can duck into and away from the main action points on screen. You have two attack buttons and two defensive ones in the game, and by hitting the latter two you'll slide into the screen. Keep tapping them to avoid the longer range attacks. If you hit the two attack buttons while standing, your character will also perform a throw. You have to be completely still to do this, which leaves you open to attack, so make sure that your timing is spot on.



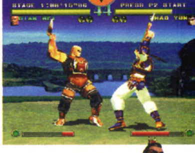
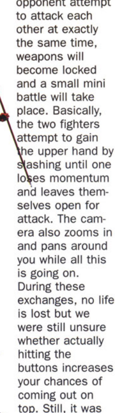
CLASH AND MAKE UP

Should both you and your opponent attempt to attack each other at exactly the same time, weapons will become locked and a small mini battle will take place. Basically, the two fighters attempt to gain the upper hand by slashing until one loses momentum and leaves themselves open for attack. The camera also zooms in and pans around you while all this is going on. During these exchanges, no life is lost but we were still unsure whether actually hitting the buttons increases your chances of coming out on top. Still, it was pretty funny to watch people whacking the buttons like madmen and still emerging as a loser!





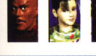


SO MUCH TO CHOOSE FROM!

The biggest plus point for *Dynasty Warriors* is that it has so many different variations of the standard 1-player battle. Obviously it features a two player mode and practice options, but there are many more than that. The Endurance speaks for itself really, with your aim to win as many consecutive bouts as possible. Team Battle lets you have a huge tag team with a new fighter coming in once another is defeated. The Tournament is for up to eight human players, with each picking a character, who is then paired off against another human. The winner goes through to face another winner and so on. The Time Trial is the last option, and is a test of speed rather than stamina. Disposing of enemies as quick as possible is the name of the game here. For sheer variation, you'll have trouble matching all those.

















FIND THEM ALL!

You begin with an initial ten characters to choose from, but there are at least another five to find through a combination of completing the game and cheats. From what we could tell, most of these hidden fighter were just variants of the standard people, almost like the 'Evil' versions from *EX Plus*. There are a couple of bosses who can be bought up as well, but only after all the other warriors have been accessed.



Even though the bigger weapons are slower to use, their range more than makes up for that.



Swords are good close range weapons.





REVIEWER

***Dynasty Warriors* is a strange game. As soon as I started playing, I thought that is was just another fighting game, and that I had drawn the short straw by getting it. Once I actually learnt a few moves and began to realise what I was doing, it actually became quite enjoyable though. But at the end of the day the lack of moves and combos lets this down. Graphically, it's more than good with impressive lighting effects and animation, and there are loads of playing styles to keep you interested. But with only five or six significant attacks, boredom soon sets in. This is one of those games that if it had been released a year or so ago, it would be fantastic. But given the sheer quality of titles that have already gone before this one, you can't help feeling that your hard-earned should be heading elsewhere.**

STEVE KEY

RATING






It doesn't offer anything new in an already crowded market, but is still decent enough to offer a small fix to those hungry for fisticuffs.



NINTENDO64 | RACING DRIVING | BY GENKI | OUT NOW | 1-2 PLAYERS

- PRICE IMPORT
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 64 MEG CART
- RELEASED BY OCEAN TEL 0161 832 6633

Take bits of *Ridge Racer* and *Sega Rally*. Add a few special ingredients to spice things up, and you've got the first real N64 race game (with any luck).



Slide right! Hairpin left! It's a great life being a hair dresser. And being a rally driver can't be bad either, if the current popularity of rallying games is anything to go by. PlayStation and Saturn both have notable rough-road racers in their catalogues, and it wasn't going to be long before the N64 was similarly endowed. With *Multi Racing Championship*, Imagineer are first to arrive on the N64 'real' race game circuit, pipping Kemco's *Top Gear Rally*, due some time during the next couple of months. But, we wondered metaphorically, did Imagineer have to cut any corners to beat the competition to the line?



In *MRC* you have to face some fearsome weather conditions.

DRIVING AMBITIONS

Anyone who has played other console rally games will be instantly at home with *MRC*. Choose to drive against the pack, against the clock, or against an advanced computer opponent in a one-on-one Match Race. If you have a second controller plugged in, challenge your arch-enemy in the split-screen two-player mode. Pick one of eight different cars to be your steed, then select one of three tracks to race on. Do well and extra cars and extra tracks become available.



THE SCENIC ROUTES

When you first switch on *MRC* there are three different tracks to race, each one graded for skill. The scenery is consistently Mediterranean-looking, but the environments and even the weather conditions – snow, fog and rain – differ from one to the next. All three have a selection of shortcuts to speed up the journey, and to win you must find and take all of them.

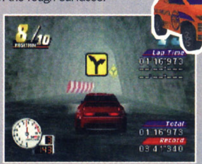
If you beat the second Match Race car on all three tracks, you gain access to an extra three. It comes as no surprise to learn that these are the same courses, only in mirror-mode, so that all right-hand bends become left-hand bends, and vice versa. Not quite as interesting as driving the courses the opposite way around, but it's still quite challenging.

THE RIGHT TO CHOOSE

There is one significant deviation from the formula. Each track has several routes through it. At various points you can choose to leave the tarmac and head down off-road detours. Your top speed will be higher on the road, but the short cuts can get you to the finish line several seconds quicker – providing you can control your vehicle on the rough surfaces!

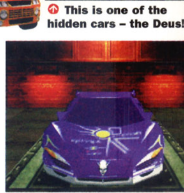


Left or right? Which way provides the best advantage?



An on-screen indicator tells you when a split is near!

This is one of the hidden cars – the Deus!



Another of the cars you have to earn, to burn. The Hannya!

Sea Side is for novices. A short loop circuit through a small coastal town, with shore-side drives and dolphins, a lighthouse and a docked cruise ship as landmarks.



Mountain is a more weather-beaten, challenging track, sending you into tunnels, across fresh snowfields, around rough-banked curves, and even through fords.



The difficult Downtown is set in winding city streets with several tunnel-based shortcuts. One is especially tricky as its entrance is hidden around a blind corner.



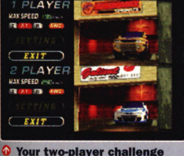
To provide the full arcade experience *MRC* has been made Jolt Pack compatible, so when you're driving over gravel you can expect that lovely joy buzzer-style palm massage, and when it comes to the bridge jump on the mountain course you feel a satisfying thump as the car bounces on to the deck.



The scenery in Multi Racing Championship is excellent in places. And the N64 anti-aliasing keeps all the textures looking good.

DUAL CONTROL CARS

It can't quite manage four players like *Mario Kart 64*, but *MRC* does a pretty good split-screen two player mode. Each player's screen is partially taken up by a box displaying speed, time and position information. This little programming gambit has helped keep the frame rate up, so this mode is just as fast and smooth as the main game. The VS mode also lets you spice things up a bit by adjusting the course before the race, blocking off routes to make it an entirely on-road or off-road tussle.



Your two-player challenge starts in at the garage.

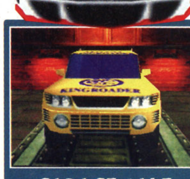


Smaller screen size, but good detail nonetheless.











GARAGE SALE

Most of the eight vehicles you get to choose at the start of the race are four-wheel-drive cars and trucks which are more suited to off-road driving, but there are a couple of street cars if you're planning (misguidedly) to stay on the tarmac. If your chosen vehicle doesn't quite suit your driving style you can make adjustments in the workshop, changing tyres, gear ratios, aerodynamics and steering to favour higher top speeds, better acceleration or better grip on off-road sections.



Adjusting the suspension.



Setting them there tyres.

THEY THINK THEY'RE SO SMART...

When you've won a race on all three courses, the Match Race option becomes available. These work like the Time Trials in the *Ridge Racer* games. You have to race against a particularly skilled driver in a particularly smart car, and if you beat him (or her) on all three circuits you get their car. The first driver runs the Hannya, a 4WD motor with a top speed of 275 km/h. This guy tends to ignore a lot of the shortcuts so he's easy to beat. Not so the girl who drives the second Match Race car, the Deus. She takes every shortcut available, and likes nothing better than to ram you off the track.



REVIEWER

There are a lot of things about *MRC* that I like. The handling feels good, possibly not as precise as *Rage Racer*'s, but more realistic I think, especially when the car slides, or drives over gravel. The action is fast and smooth, the courses are varied and the graphics are nice too. In fact I thought about giving *MRC* four out of five until a couple of silly flaws came to light. Firstly, you can win all the races with one car – very easily. The Toyohata Kingroader isn't the fastest vehicle, but it corners on rails while the other cars lose speed by sliding and skidding. I spent ages customising the faster cars to improve their performances, then when I tried this one car and with no adjustments (apart from one minor tweak on the last race) I acquired both Match Race cars and bonus tracks with ease. Oh, and giving you the option to drive different routes? Pointless, seeing as you MUST take all the off-road shortcuts to stand a chance of winning. Thus are most of the game's innovations invalidated. Having said that, *MRC* is still pretty good fun – and I suppose I should at least try mastering the other cars – but let's hope that someone sorts out these problems by the time Ocean releases the game officially.

PAUL GLANCEY

THE GHOST WHO DRIVES

All the courses have a pre-programmed top-five best lap and overall times. If you can beat the best overall time in the solo-driving Time Trial game your performance is recorded and reincarnated in the form of a ghost car which challenges you next time around.





Sufferin' Shad, I can see right through that car and there ain't no driver!





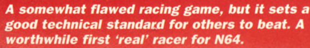
RATING











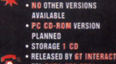
A somewhat flawed racing game, but it sets a good technical standard for others to beat. A worthwhile first 'real' racer for N64.







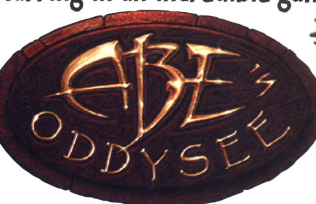




ACTION GAME | BY ODDWORLD INHABITANTS | OCT RELEASE | 1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GT INTERACTIVE TEL 0171 258 3791

There are many reasons why you should love Abe. He's cute for a start. Secondly, he's starring in an incredible game!





On the distant planet Oddworld, a humble slave worker called Abe stumbles across a plan to turn his race – the Mudokons – into snack food! You join the story by helping Abe to escape from the prison factory in which he works, and on to discover his destiny! You must learn new skills and find out more about the land of Oddworld as you go. Knowledge of the planet and its inhabitants won't just help you through *Abe's Oddysee* – four more adventures set on Oddworld are planned to follow. Your first task for part one – get poor old Abe outta here!



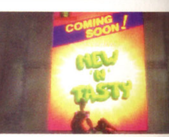
THIS IS RUPTURE FARMS...

The introduction sets the scene perfectly, starting the game off with a truly movie-like sequence telling the background story. Abe is a Mudokon and a slave in Rupture Farms, the biggest meat packing plant on Oddworld. Profits are low, and the company is running short of species to turn into food until the boss comes up with a new suggestion – Mudokon Pops! Naturally, Abe is horrified and starts his escape, taking as many Mudokon friends with him as possible! Not only is the intro of amazing quality, but it also blends into the game perfectly! At the end, the view spins around and Abe runs onto the screen closely followed by a Slig security guard!

Hiding in the shadows makes you invisible to other characters. Making small noises (like a fart) attracts their attention.













The other Mudokons aren't bright enough to lead themselves to safety, so it's up to Abe to tell them the way to go. Here's a typical example from the first area, Rupture Farms.

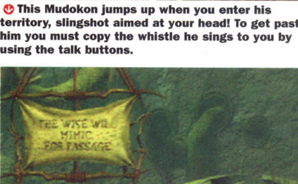




This Mudokon jumps up when you enter his territory, slingshot aimed at your head! To get past him you must copy the whistle he sings to you by using the talk buttons.

SPEAK TO ME

Oddworld Inhabitants have blessed Abe with a feature they call GameSpeak. At any time during the game, Abe can communicate using any of his eight phrases. The other characters in Oddworld each react differently to him depending on the situation, some friendly and some not. When Abe uses his powers to possess and take control of another character, he can use all of their phrases as well. For example, when playing as a Slig Abe can shout "Look out!" which makes all the Mudokons in the area duck with their hands on their heads! This gives Abe a clear shot at any enemies without killing his friends!







REVIEW

IT'S ALL IN THE MIND

It's clear from the start of the adventure that Abe isn't a standard Mudokon as he has some special mental powers that none of the others can do. By going into a special chant, he can take control of other characters' bodies and read hidden messages, among other things.



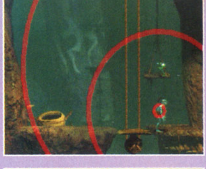
The best mind power is possession! It lets Abe take control of other characters and their powers. When playing as a Slig, you can use all of their speech as well as their machine guns! Some creatures resist possession by screaming when Abe chants, like the Paramites and Scrabs. Once you've finished with a host body, simply explode it from the inside!

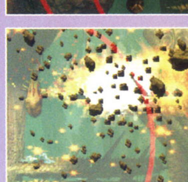


The circle of birds indicates a portal. Some only stay open while Abe is chanting, giving other Mudokons time to jump through. Others stay open for longer, letting Abe leap from area to area instantly.



Swarms of glowing bugs form into hidden messages when chanted to. These often give advice on future problems.





Before long you'll come across a Mudokon who will give you a new power in exchange for a special whistle code. By chanting, Abe can send out shockwaves across the screen which set off any mines nearby!

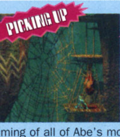
GROOVY MOVER!













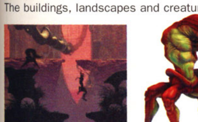


Those of you who've played *Flashback* before will find that Abe has a similar selection of moves to Conrad Hart. It takes some time to learn the exact timing of all of Abe's moves, though it's essential to do so. If you mistime a running jump by a split-second, it's not going to work.

ODDWORLD OCCUPANTS



The planet on which *Abe's Oddysee* takes place – Oddworld – has a brilliant character of its own. The buildings, landscapes and creatures are all designed in remarkable detail, making a world which the player will really want to find out more about – something that the developers are going to do with another four games set on Oddworld! Here are a few of the more common creatures you can expect to find on your journey.







SCRABS

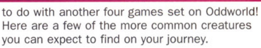
Scrabs are almost as tall as Abe when standing straight up, and can run faster than he can. They will attack whenever they get the chance. Their loud screech stops Abe from being able to possess them, as with the Paramites. They'll fight each other to the death if forced together!

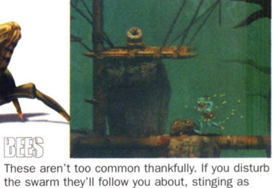




PARAMITES

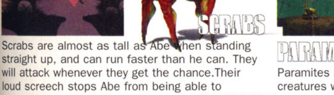
Paramites are small four-legged spider-like creatures who can weave webs. On their own they are no problem, but threaten one by getting it into a corner and it may turn nasty. If they get in packs, they will often attack. Try to carry pieces of meat which can be thrown to distract Paramites.





BEES

These aren't too common thankfully. If you disturb the swarm they'll follow you about, stinging as they go. It's very difficult to shake them off.

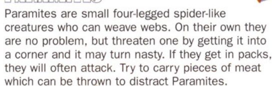




SLIGS

Sligs are small yellow animals which go around on cyborg legs working as guards for Rupture Farms. Their legs make a noise which means that they can be heard coming your way. Their electronic eyesight isn't brilliant, so it's easy to fool them by hiding in the shadows. Sligs are relatively stupid, and are easy to possess so long as you stand out of the way of their machine guns.







SLOGS

Often found on patrol with Sligs, these pink dog-like animals will attack Abe as soon as they see him. They sleep a lot, so lots of creeping around makes getting past them easier.

BATS

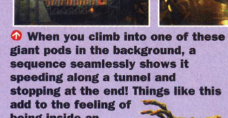
The bats manage to get in the way just as you really don't want them to. Pick up some stones and throw them in their general direction.

VIDEO TRICKERY

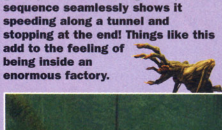
During the game, rendered cut-scenes often kick in to add to the story. What's really amazing is how smoothly they fit into the action, and the graphic style of the sequences is exactly the same as the game itself. Sometimes they're used to tell an important part of the story, while sometimes they are just for effect. For example, going through certain exits will make the view spin around through the rendered 3D background, stopping at the new location. Abe will simply walk onto the screen and carry on!



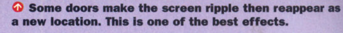

When you climb into one of these giant pods in the background, a sequence seamlessly shows it speeding along a tunnel and stopping at the end! Things like this add to the feeling of being inside an enormous factory.











Some doors make the screen ripple then reappear as a new location. This is one of the best effects.

MUMMY! I WANT AN ELUM!

One of the friendly creatures of Oddworld are the Elum. They let Abe climb onto their back and ride them. They can run faster and jump further than Abe can on his own, and will follow when told to do so. The only problem is that they're partial to a bit of food. At the first opportunity they'll run off to eat anything they can!







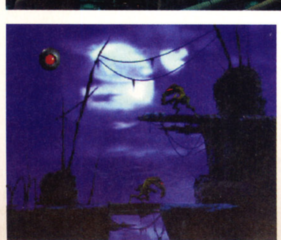
Tell the Elum to wait and he'll let off a big howl!



When he runs, Abe almost falls off his back!



The Elum can run quickly enough to get past Sligs!



Standing in the shadows means that other characters can't see you! Here Abe's behind the top-right rock!



REVIEWER

Pictures can't convey the brilliance of *Abe's Oddysee*. A quick play of the game will convince you that it could be excellent, and a few hours in you'll realise just how amazing it is. If you've ever played *Flashback* you'll have a good idea how Abe plays, with similar creeping, running and jumping moves. Each screen of *Abe's Oddysee* is a challenge, with a puzzle that first requires some working out then some time to master the best way of doing it. Every screen in the game is brilliantly worked out, and there's a different challenge on each one. The style of Oddworld is fantastic, and the rendered graphics and character animations are some of the best seen. As you play through the game the plot gets more and more interesting, and Abe learns new powers on the way, keeping everything fresh. And simply working through the game isn't everything – finding and rescuing all 100 Mudokons as you go is the REAL way to do it! *Abe* is the best platform adventure game for a very long time. There are certainly quite a few people who will still see it as a bit dull, but they can stuff off and buy yet another driving game. *Abe's Oddysee* is an epic, challenging cinematic experience!



RATING






A beautifully-crafted adventure. Unfortunately, not everyone will see the charm of it, but still very, very highly recommended!

We take games seriously...



but not too seriously



NEW! PlayStation plus

'100% independent, 100% hype-free'

PlayStation plus KNOW THE RULES. THEN KNOW HOW TO BREAK THEM.
BUY IT 25TH SEPTEMBER





The famous chopper is about to hover all over your PlayStation again, in this superior sequel to EA's excellent Soviet adventure.

NUCLEAR STRIKE

THE SEQUEL TO SOVIET STRIKE™

The fifth game in the *Strike* series, can you believe it? It seems like only yesterday we were glued to our Mega Drives trying to stop General Kilbaba. The concept served us well through the 16-bit era, and was revived in style for 32-bit machines. If last year's *Soviet Strike* was a toe being dipped in a swimming pool to test the temperature, *Nuclear* is a major dive bombing splash-down. The improvement is noticeable from the start. Add the strongest story-line the series has yet seen, and remove all the nuances that spoiled the last outing, and you've got another great *Strike* game.

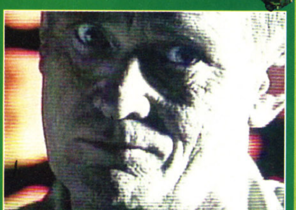

'Scuse us, could you light our barbecue please?


I don't want you in my chopper, go get your own!


I'll huff and I'll puff and I'll hover your hut down!

THIS YEAR'S MADMAN IS...

A tactical nuclear device has been stolen from a military installation in Belarus. The main suspect is Colonel Beauford LeMonde. LeMonde, a mercenary who has previously worked for all the major intelligence agencies, was sent to Indocine by the CIA to organise local resistance. However he's broken ranks and hatched bigger ideas! Strike agent Nick Arnold has been sent to the area to assess the situation, however Strike Net have lost his signal. First job - find Nick.


Lemonde, he's mad, bad and dangerous to know. He's stolen a nuke and might just use it.

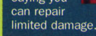


His money has bought high-end equipment, for organised terrorists. You've gotta stop 'em.

10 MILLION PREVIOUS OWNERS

The standard Strike vehicle is the Super Apache. It's seen you through thick and thin before, and is more than capable of doing the job again. The Super Apache is the most advanced combination of technology and weaponry available. As in previous Strike games, your copter has to refuel and reload weapons throughout the game. The Apache also uses Smart Armour, but that's just a fancy name for saying you can repair limited damage.









Don't worry I've got your dinner. How many nuggets was it?

The Sea Shadow (Stealth boat) is your home base for the game.



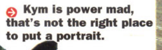
Shoot the power plant and you get cool electrical-shorting sounds, now wait...



...and BOOM! I'm the firestarter. Look at them lovely realistic flames. 10 out of 10.

SPAM, SPAM, STRIKE AND SPAM

Just like *Soviet Strike*, each level is set in a different geographical environment. Taking in jungle, islands, urban and desert. Great effort has been made to mix up the missions of each level. From locating agents, airlifting supplies, freeing hostages, shooting missiles and escorting political figures, this *Strike* has it all. Plus of course the obligatory tank, helicopter, and radar destroying. The graphics are much better than in *Soviet*, with more detail on buildings, and this time the scrolling is ultra smooth!



Kym is power mad, that's not the right place to put a portrait.





DELTA STRIKE

Indocine is a simmering jungle kingdom. First mission – rescue Nick Arnold. Then contact Naja Hana, the leader of local resistance in Indocine, she has been waging a violent, but stalemated war with LeMonde. The enemy has recently acquired better weapons, and the balance of power is now firmly tilted towards LeMonde. Help Naja and the resistance, and in return they'll assist you.

A simple level to get you back in the swing of things.







ISLAND STRIKE

Take down Napoleon Hwong, leader of the South Sea criminal organisation Octad. He has ties with LeMonde. They were spotted together on one of the islands earlier. Acquire the services of 'Cold' Harding Cash, an Australian mercenary. He will aide you on this mission.

Cash parachutes in at the beginning of the level, he'll be invaluable throughout.



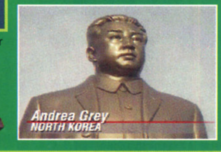




PEACE STRIKE



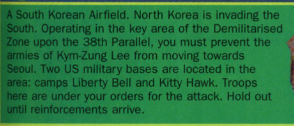
Pyongyang, the heart of the North Korean capital. Kym-Zung Lee, leader of North Korea, is hosting a peace conference with plans to reunificate Korea. Sirok agents have been detained by Kym. Free them to gather information. You are assigned to fly an armed news helicopter as a cover vehicle. Andrea has been dispatched to infiltrate the conference. LeMonde has plans to disrupt the proceedings.







DMZ STRIKEA



A South Korean Airfield. North Korea is invading the South. Operating in the key area of the Demilitarised Zone upon the 38th Parallel, you must prevent the armies of Kym-Zung Lee from moving towards Seoul. Two US military bases are located in the area: camps Liberty Bell and Kitty Hawk. Troops here are under your orders for the attack. Hold out until reinforcements arrive.









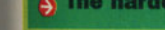
FORTRESS STRIKE

Tiger Mountain, Eastern Siberia. LeMonde has taken over an ex-Soviet ICBM complex. The madman is in control of strategic nuclear weapons. Also arriving on the scene are mercenaries bought by LeMonde. Use STRIKE Commando teams to intercept the mercenaries. Hack, Andrea, Naja and Cash will all contribute to storming the heavily defended fortress.

The hardest level by far, look out for the big guns.

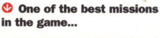












One of the best missions in the game...



... escort this bus to safety, it isn't easy...



... there's also a voice cameo from Pres. Clinton!



YO BUSTED ASS VE-HIC-LE

Remember the excitement of controlling all those vehicles in *Jungle Strike*? Well the same thrill pops up here, with twelve extra modes of transport appearing throughout the game. Land, sea and air travel are all at your disposal. From the copter joy of piloting Hueys and Commanches, to the bliss of rolling over enemies in a tank, speeding over sea and land in a hovercraft, and best of the lot – showing who's boss in the amazing Harrier jump jet.



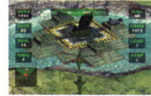
The triangles indicate you can change to another craft.



The hovercraft is excellent on land and water, but not hills.



Wow, the Harrier has been found, let's go smash stuff.



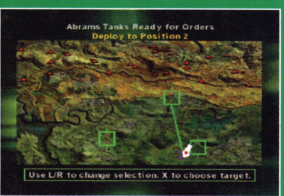






STRIKE AND CONQUER

During some levels, you'll have the chance to command ground forces. Although limited to choices of where to deploy the troops, this offers a strategical challenge: Do you tell the forces to block roads, destroy bridges, or attack radar sites? The idea works surprisingly well within the *Strike* format. Could this be the direction for further episodes in the series?











There's no way we can blow up that APC with these tiny guns.



Not unless we shoot at that gas station, and blow the enemy up with it! Ha ha!

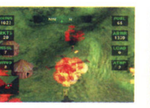


Shooting this boat makes a large shockwave in the water.

SUPERCALIFRAGI..WHAT?

The Super Multi Functional Display (or SMFD for short) has been changed for the new adventure, and is now even more user friendly, including a radar that now appears at the bottom left of the screen. The radar uses different coloured dots to indicate enemies, items, mission objectives and friendly forces. Almost immediately you'll wonder how you managed to survive without it. The inclusion of this radar is essential for the majority of missions, with more forces on screen at one time than any other *Strike* – and not all of them the enemy!







WANNA WATCH A MOVIE?











The Strike files have been greatly improved for this year's game. It now offers much more information on enemy, missions, allies and items, as well as who, what, where and how info sections. If you lose the plot through the FMV sections, just click around here to find out what to do next. As the game unfolds, new missions and information is also updated into the files during the level. There is also an FMV clip for every item in the Strike files.





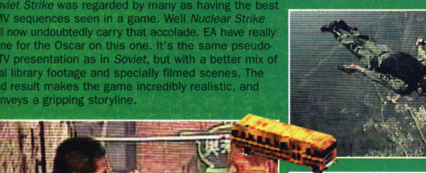







WORK WITH ME LOVEY

Soviet Strike was regarded by many as having the best FMV sequences seen in a game. Well *Nuclear Strike* will now undoubtedly carry that accolade. EA have really gone for the Oscar on this one. It's the same pseudo-MTV presentation as in *Soviet*, but with a better mix of real library footage and specially filmed scenes. The end result makes the game incredibly realistic, and conveys a gripping storyline.








Big Ten Eagle Thrust. Cue up Ride of the Valkyries!





COMMENT

In hindsight, *Soviet Strike* didn't deserve the High Five that it received almost a year ago. It was a superb game and still is, but didn't really have the credentials for the award. *Nuclear Strike* is better than *Soviet*, but is still just short of the ultimate CVG accolade. The twelve extra vehicles add much needed dimension to the game. And only the heli's can reload, so you have to plan when to use the extra craft wisely, adding even more strategy. The top movie clips return to add that little extra bit of realism. It seems to have been made slightly easier as well, which some may view as a bad thing, but overall this is another classy *Strike* game. Quit while you're ahead, EA!

STEVE KEY

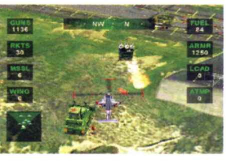
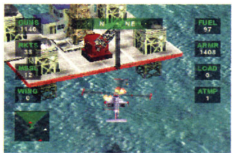
WHO CAN YOU TRUST?

In previous *Strike* games you always had to rely on the assistance of a wingman. Nick Arnold was the copter buddy in *Soviet*, but due to unforeseen circumstances his services are no longer available. On each level different agents and allies will aide you. Some are only too willing, others need to be paid for their services. Andrea will be invaluable throughout the mission, a STRIKE operative, who's cover is as news reporter for GBS. Also at hand are Hack and Earle again giving out advice and orders. Plus on the ground are more agents waiting to help. After the events which transpired at the end of *Soviet Strike*, be wary of one of them selling you out.



Cash blasts his way into this missile silo. Now which switch was he meant to press? Oops!




REVIEWER

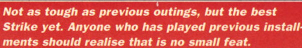
I haven't enjoyed a *Strike* game this much since the original Desert shebang. No doubt *Nuclear* will be labelled equally as controversial due to its subject matter. Never before have I been gripped by a games storyline as much as this. While the gameplay may follow the same winning formula, the strong story seems to give it an extra edge, and feeling of urgency. The new vehicles, though not all essential, should offer some replay value. It's not as tough as previous outings, which is a shame, but the scrolling is now silky smooth, and everything seems better than ever before. i can't see much more life left in the series (in its present form), and this could prove to be a thrilling finalé. What really makes the game is level three, I won't spoil the surprise, except that it is an amazing moment in game history!

ALEX HUHTALA

RATING





Not as tough as previous outings, but the best Strike yet. Anyone who has played previous installments should realise that is no small feat.







AIR RACE

Most racing games these days see you put behind the wheel of a car, but *Air Race* puts you behind the stick of a plane in a airborne race against the clock. It is like any other racing game, except that now you have to worry about what's going on above and below you as well as to the left or right. You have the choice of controlling ten planes, each with differing qualities (like handling, speed and acceleration – the usual stuff) and have to race against computer-controlled enemies. Unfortunately this only consists of a single race, and has no championship mode a la *Cool Boarders*. The action is surprisingly fast and copes well in the split-screen mode, but when you are playing alone, the game doesn't last.

STEVE KEY



OUT OCTOBER

BY XING

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY THQ
- TEL 01372 745 222



The Blue spheres act as a guide for you, as they show the best racing line to take.







THE FANTASTIC FOUR

In the wake of Capcom's *Marvel Super Heroes*, the idea of a Fantastic Four scrolling fighting game is... fantastic! Any of the quartet (bar perhaps the Invisible Girl) would have made an excellent addition to *MSH*. Probe's representation of Stan Lee's cosmically created team though is utterly appalling. Where dynamic cartoon sprites and backdrops would have been spot-on, Probe have given us embarrassingly-animated rendered characters, further crippled by their handful of rubbish special moves (ie. Mr Fantastic's moronic mallet-hand trick!). Dull stages, hideous representations of the bosses, dreadful speech – I think you get the picture. As a Marvel fan, I find the game abominable. As a fan of video games I think it doesn't even come close to the gameplay of Mega Drive *Streets Of Rage*.

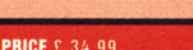
TOM GUISE











- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY ACCLAIM
- TEL 0171 344 5000






The not so fantastic interpretation of The Fantastic Four.





PC CD ROM

THE FEEBLE FILES

When talking about point-and-click adventures, the LucasArts games always come up. For the simple reason that they deliver exactly what you want – appealing characters caught in an absorbing plot filled with clever puzzles. *The Feeble Files* demonstrates why few others get the same treatement. From the opening FMV sequence the comedy antihero, Feeble, is highly dislikeable. The story follows his oblivious alien antics, as he gets involved in an underground rebellion against the mighty OmniBrain and 'The Company'. Voiced by Robert Llewelly, who played Red Dwarf's Kryten, the game attempts the same sci-fi parody as said TV series. However, the grindingly dull dialogue and abysmal humour fail to appeal at all. Likewise, the puzzles are at best tedious, at worst totally obscure.

TOM GUISE









- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY ADVENTURE SOFT
- TEL 0121 308 8900






The point-and-click adventure formula, with no surprises and poor humour.





GAME BOY

GAMEBOY TAMAGOTCHI

Gameboy is a reborn success in Japan. And, bizarrely enough, this is probably due to Tamagotchi sending everyone wild over LED pocket games again. Clearly aimed at girls, *GB Tamagotchi* was initially released in limited edition pink, with a pink Pocket Gameboy. This costing less than the standard grey cart and normal Pocket GB. The game itself is a more advanced form of the keyring. Selecting from a range of eggs, you can save up to four creatures (they're suspended when you switch off). As well as games, you can now educate and exercise it. You can praise as well as scold, and there's a selection of foods to choose from (babies don't like certain foods). Excellent, although the front-end menus are confusing in Japanese, as is the name entry. THE, bring this out over here NOW!

TOM GUISE





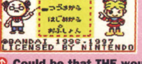




- PRICE £ IMPORT
- KEYRING VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CART
- RELEASED BY BANDAI
- TEL 01489 790944





Could be that THE would sell millions more Game Boys if they released this!

MINI REVIEWS








SUPER PANG COLLECTION

Another super-simple yet extremely addictive classic game is released in a compilation pack. Burst the balls falling onto the screen with a harpoon gun. When a ball bursts, it splits into two smaller balls. Get hit by a ball and you lose a life. That's the basic principle of all three games on this disc. Though the scenery and number of balls mean things get harder as you go. In fact, they're pretty darned hard to begin with. The graphics don't really improve as the series goes on, and *Pang 3* has fairly disgusting rendered mexicans shooting the balls. While some retro compilations hook everyone who plays them, *Super Pang Collection* isn't quite up to their standard. But anyone who played *Pang* in the arcade will love it.

ED LOMAS

- COLLECTION
- OCT RELEASE
- BY CAPCOM
- 1-2 PLAYERS

- PRICE £ TBC
- ARCADE AND SNES VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY OCEAN
- TEL 0161 832 6633





Classic arcade action – an unbeatable formula. Could seem old fashioned to some though.




MEGAMAN 8

The only character with more games than Leisure Suit Larry is back once again. The graphics are very similar to previous *Megaman* games – ie. basic and colourful – though they have smoother animation and a more cartoony feel than before. *Megaman* starts with his usual arm cannon which can be powered up by holding the button, but soon collects more suits which can be changed between during the game. There's a fair amount of variation in the levels, with every platform shooting idea you've ever seen put into one game. Obsessive collectors of anything *Megaman* will be perfectly happy with *MM8*, and anyone wishing for the good old days of the SNES and Mega Drive will find what they're looking for here. This is the sort of game you should pick up if you see it fairly cheap.

ED LOMAS

- PLATFORM
- OCT RELEASE
- BY CAPCOM
- 1 PLAYER

- PRICE £ TBC
- NES AND SNES PREQUELS VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY OCEAN
- TEL 0161 832 6633






Megaman, one of Capcom's most popular platform heroes. Will he never stop!?



LEGACY OF KAIN

PC CD ROM

A conversion of the PlayStation title that was released earlier this year. *Legacy of Kain*, sees you as a debutante Vampire. In the intro sequence you learn of how your character was killed by villagers and reborn. Now out for revenge, you get to learn the ways of the vampire. A very large game, with a huge play area and lots of characters to meet. Your skills and attacks increase as you progress through the game. However, there are a few criticisms of this conversion, the same loading times whenever you enter a new building, again rear their head and prove very annoying. More surprisingly is the poor quality of graphics and sound, when compared to the PlayStation. A spoiler if ever there was. The game play remains, and this should suit adventure fans, but the overall effect has been spoiled somewhat.

ALEX HUHTALA

- RPG/ADVENTURE
- OUT NOW
- BY SILICON KNIGHTS
- 1 PLAYER

- PRICE £ 34.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456700



Surely they could have fixed the annoying loading times? But no.






EXPLOSIVE RACING

A sequel to last year's *Burning Road* aka Day-clone-a. *Explosive Racing* is the rethink of the poorly received original. Explosive features five new tracks, set around Scotland, China, San Francisco, Antarctica and er the Wild West? Fourteen different vehicles, including bikes and cars, plus mirror and reverse modes as well. Explosive certainly features all the regulars, but is unfortunately flawed in nearly all departments. From the terribly clichéd courses, including ghosts and the Loch Ness monster in Scotland, and racing along the Great Wall of China, to the bizarre music and erratic weather conditions. Racing itself is hit and miss – one mistake and you're STILL at the back of the pack. *Explosive* is going to have an equally tough time escaping from the back of the pack.

ALEX HUHTALA



- RACING
- SEPT RELEASE
- BY TOKA/FUNSOFT
- 1-2 PLAYERS

- PRICE £ 34.99
- BURNING ROAD STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY JM INTERACTIVE
- TEL 01703 605 759





Explosive is the last word that springs to mind, unless you were to actually blow the game up!

ARCADE

With their superb graphics and awesome game engine, the Capcom/Marvel games have become a huge success the world over! Is this the ultimate hybrid of the two?



Perhaps you could criticise for Marvel for milking their fighting games. What with numerous *Street Fighter* games, *X-Men, Marvel Super Heroes, X-Men Vs Street Fighter*, and now we have *Marvel Super Heroes Vs Street Fighter*! But answer this Capcom fans, tell us you don't want the chance to play your favourite Marvel Super Heroes against the Street Fighters. That the X-Men were enough and you're not interested in the likes of Blackheart and Hulk facing Ryu and Ken. Eh? EH? If that's the case, you won't want to look at the awesome pictures of the game on these here pages. Go on, nob off!



SUPER JUMPS

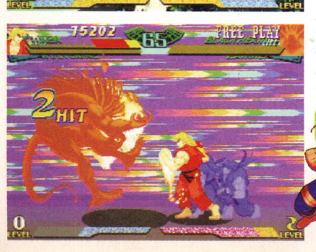
Super jumps are the same as they ever were in all the *Marvel* games! Allowing your character to jump far higher than the usual joystick-activated jump. Press all three kick buttons simultaneously or hold the joystick down, then up for a super jump!.

BLOCKING SYSTEM

It's very annoying when your opponent knows you're going to block, but uses special moves to chisel away at your energy for a cheesy win. To remedy this, Capcom have created the advancing guard and the variable counter. The Advancing Guard allows you to break up an opponent's combo by pushing him away. It doesn't use any of the Super Gauge, but it's impossible to counter strike with it. The Variable Counter on the other hand takes up one Super Gauge, but hurts the assailant at the same time, and switches the character on screen with his team-mate. To perform the advancing guard, press all 3 punch buttons during block. The Variable Counter is activated with a – back, back/down, down +strong P+strong K – during block.

AERIAL RAVE

Unique to the *Marvel* games are the air combos. After an uppercut or another floater move, push up and proceed with a chain combo. And if your character has a special move or a super combo that can be utilised in the air too! 2-in-1 at the end of an Aerial Rave for further damage!





Blackheart is the most over-the-top character in the game!

Two teams, each with a Hulk means lots of flying floor!



Ken's standard fireball is now bigger than his usual super!



At the end of the game you still meet the enormous Apocalypse!



Once Apocalypse is beaten, Cyber-Akuma appears! Eeeeeeek!

THE VARIABLE SYSTEM!

We've had the Vector Theory (*X-Men: COTA*) and now we have the Variable System! The Variable System is when your two chosen fighters help each other during the round, to either swap places so the battered member can rest or to join forces in a damaging attack. Here's a description of the entire system.



Ryu and Captain America aren't impressed with Dan's autograph. Oh dear!



Hulk now sends a giant ripple along the floor instead of throwing boulders!

VARIABLE ATTACK

When one of your fighters is on the wrong end of a 15 hit combo, press strong P+K together for him to change places with his partner. As in *X-Men Vs SF*, the resting character will regain the red segment of his energy bar, so it's worth keeping an eye on your energy bar.

VARIABLE COMBINATION

As in the previous *Marvel* game, both fighters join forces and use their super combos together on some poor victim's ass for some big damage. Used in conjunction with a chain combo it's great, but bear in mind that you lose two Super Gauges. Perform a quarter circle towards motion, with strong P+K, for a Variable Combination.

VARIABLE ASSIST

Making its debut is the Variable Assist. By pushing medium P+K together, your partner leaps on-screen to attack, and then leaps off! Bearing in mind that the Variable Assist doesn't require any Super Gauge, and that other variable moves can be used simultaneously, this leaves a lot of potential for huge combos.

VARIABLE COUNTER

See BLOCKING SYSTEM









THE CAST

While most of the Marvel characters remain the same since *X-Men vs SF* and *X-Men:COTA*, the *Street Fighter* cast have been given new moves to improve their chances in battle. For example, Ryu and Ken have been given their *SF3* Super Arts, Shin Shoryuken and Shippu Jinraikyaku respectively, while Bison has his Bison Warp changed from the previous 'appear-at-the-other-side-of-the-screen' incarnation to producing five-replica images, similar to Galford and Hanzo of *Samurai Shodown* fame.

It's not just the *SF* lot who've had a respray though. Armed with a new Super Combo is Omega Red whose Omega Smash can be used in mid air, or at the end of an Aerial Rave, making him far more versatile than in *X-Men:COTA*.

But the Best Improved Fighter award goes to Dan for his new special move – Premier Sign. Pulling out a picture of himself, Dan then proceeds to sign it and holds the picture towards the screen for everybody to see. But it doesn't end there. He hurls the offending item at his opponent causing some serious damage! Strange but refreshing.





Sakura's fireballs are bigger than she is!

OPINION

On initial play test, *Marvel Super Heroes Vs Street Fighter* played very similar to its prequel, with bold graphics, outrageous moves, and the emphasis on the use of special moves and Super Combos still very much in effect. The 'team effort' aspect of the game seems slightly more pronounced than with its prequel, due to the introduction of the Variable Assist. The game does have a lot to offer, but I feel that many people will miss out, as the temptation to use just special moves and Super Combos is just too great. However, it is a fun game and even Ryu and Ken are interesting to use, as they have their *SF3* Super Arts to play with. The game made its debut in Japanese arcades a few weeks ago and the initial response seemed good, although the release of *KOF '97* overshadowed it somewhat. But for fans of the *X-Men Vs Street Fighter* game and *Marvel* alike, this should go down very well and is well worth looking up. YAS HUNTER











ARCADE



At last *Top Skater* is in UK arcades! And the cool thing is, everyone who plays it can perform great stunts! Go one better by activating these brilliant hidden tricks!

We've been covering *Top Skater* for months in our arcade section. Now finally, AM3's super-cool skateboard stunt-tacular is in this country and we want to tell you all about it again! We could have talked about the two great courses, lined with high ramps and curved walls. Or we could have stressed how the aim is not to finish in record time, but to perform top stunts for maximum points. We'd love to have talked about the AM4 cabinet, complete with skateboard controller. Or even shown you the cool characters again, with their branded skatewear shoes from the likes of Airwalk, és, Etnies and Vans. But we wanted to do something different. And AM3 have provided the perfect chance, revealing the game's coolest secrets to us! So be the first to try these out...

TOP SKATER™ SEGA SKATEBOARDING



SECRET NO.1: ALL-NEW CHARACTERS

Yep, not only can you play as two hidden characters, but they race around the game using a means other than a skateboard! These older relatives of two standard characters are surfers and, dressed in swimwear, they race around the courses on the surfboards!

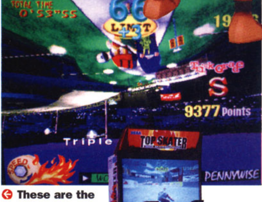


This is the surfboarder, Alex, in action. Not to be mistaken for our Alex, who is a puny dwarf.









These are the normal characters on the courses. The surfaces change to water when you access the hidden characters!

ALEX

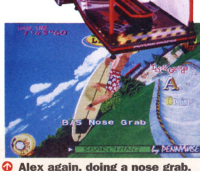
To play Ash's older brother, on the character select screen press the LEFT button THREE times, followed by the RIGHT button THREE times, and finally press the LEFT button 13 times. The character will then appear!

P-NUT

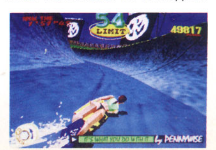
She's Cookie's older sister and is a body boarder. On the course select screen, keep the START button held down and enter the character select screen. With the button still held down, press the RIGHT button SIX times, the LEFT button SIX times, the RIGHT button THREE times, then the LEFT button THREE times, and then the RIGHT button FOUR times. Finally, release the START button and the character will appear!



Here's P-Nut performing one of the new 'surf' stunts!



Alex again, doing a nose grab. Not our Alex, he can't reach noses!



P-Nut bodyboarding down the now water-flumed course!

SECRET NO.2: SPOT THE DEVELOPMENT STAFF!





Not something you can actually activate, but an interesting fact about the game. The Top Skater AM3 development staff actually appear on both the beginner and expert courses.

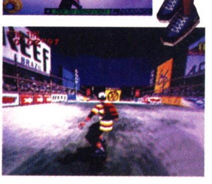
SECRET NO.3: MONORAIL TIME BONUS!



On the expert course, if you don't do a single trick from the jump ramps, when you get to the monorail a sloth (lazy upside down animal) will be hanging from below the train, holding a +30 Time Bonus!



There's the sloth to prove it! Look at his puckered little face. Ugly critter.

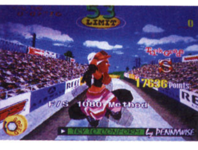


SECRET NO.4: ROCKET SIGN!



Do FIVE or more COOL COMBOs near the waterway on the expert course, and the Sunchan family restaurant signboard rockets up into the air, complete with flames shooting from its rear!

SECRET NO.5: TOP SKATER KIDS!







Almost a standard in polygon game nowadays – big heads! On the course select screen, press the LEFT button NINE times, the RIGHT button NINE times, then the LEFT button FOUR times, and the RIGHT button FOUR times. Finally, keeping the skateboard controller tilted foward, press the LEFT and RIGHT buttons together THREE times. If you've done it correctly, you hear DJ's laughing voice.

Ash in new 'squashed' mode. Looks like our Alex!

SECRET NO.6: HIDDEN COURSE!

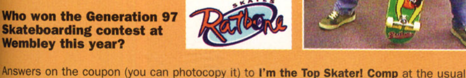


Play on a course no-one else knows about! Keeping the skateboard controller tilted foward, select the Expert course. Then, until the skateboard movement lock is released, keep it pressed forward. After the expert course starts, don't do a single trick until you come to the open trick area. On the left-hand side of the entrance you'll see a damaged section in the barrier fence. Do an Ollie or a Nollie and leap towards the hole and you'll warp into the secret course!

WIN YOURSELF A BIRDHOUSE DECK!

So has *Top Skater* got you in a skating mood? Or are you sneering at its lack of genuine nose to the tarmac danger? No matter, here's your chance to win yourself a board of your own! Ratbone Skates have provided us with Buckey Lasek Birdhouse deck, complete with KWX trucks and Circuit wheels with precision bearings. If you fancy your chances at winning it, all you have to do is answer this 'simple' question.





Who won the Generation 97 Skateboarding contest at Wembley this year?

Answers on the coupon (you can photocopy it) to **I'm the Top Skater! Comp** at the usual address. And if you're interested in visiting Ratbone, they can be found at 73 Oxford St, London (above MASH). Or phone 0171 287 8972.

NAME:

ADDRESS:

ANSWER:

I DO NOT WISH TO RECEIVE ANY MAIL FROM RATBONE SKATES (TICK)

NEW GAMES



PC CD ROM — 85% COMPLETE

STRATEGY | BY BLIZZARD | OCT RELEASE | 1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE TBA
- RELEASED BY CUC SOFTWARE TEL 01189 209100

In the distant future, three races are battling for supremacy. In the slightly nearer future, you're controlling the battle!



STARCRAFT

Blizzard have created some of the most popular PC games yet seen. *Warcraft 2* has an enormous following – and we mean ENORMOUS! As you can imagine (especially if you're a *Warcraft* fan), Blizzard's next game in the *Craft* series is currently getting a large number of people excited. Instead of simply taking *Warcraft 2* and sticking spaceships in it, Blizzard have made *Starcraft* a far more epic game, covering the conflict between three galactic races! Choose which one you want to represent and take on either the fiendish minds of the game designers, your friends, or complete strangers in an internet battle!

SPECIES SELECT!

The first big choice you need to make when playing *Starcraft* is which of the three races you want to play as. They each vary enormously with different fighting styles and construction techniques. Everyone who plays will be able to pick a favourite race and eventually learn all of them, adding more to the replay value of the game!





TERRANS

The Terrans are the eventual descendants of modern-day humans. They are scavengers and can retrieve wreckage from battles to use in the construction of new units. Terran bases can be moved at any time, as almost all the ground units can simply take off and fly somewhere else, albeit very slowly!





ZERG

The Zerg are a strange alien race which biologically transform into different units, rather than building new ones from scratch. When a small ship is ordered to change into a base, it forms a cocoon around itself and eventually hatches as the new unit! All the Zerg units need to live off a pink slime which must be set down on the ground before building. The Zerg can also use other races by taking over their bodies!





There are often space battles to determine who gets to use the small pieces of land floating about.

PROTOSS

The Protoss are the most advanced of the three races. They have the best technology, including shields for their ships. They can also use some special psychic powers on the other races and aren't as intent on combat. All their buildings must be linked by crystal pylons.





FLASHLIGHTING

The graphics are similar to many other real-time strategy games, using an overhead view with small units. To show the area which each unit can see, real-time light-sourcing is used, and it looks excellent. As your unit moves around the screen, a spotlight around them shows their line-of-sight, letting enemies hide just out of view. Very nice.



THE STAR WARS

We're a bit short on space this month, so haven't been able to cover Starcraft as much as it deserves. As soon as we can, we'll do a proper feature on the game as it's no doubt going to be massive when it's eventually released later this Autumn.







BLIZZARD'S WARCRAFT FOLLOW-UP!



CORRIDOR GAME | BY 3D REALMS | OCT RELEASE | 1-8 PLAYERS

- SHAREWARE VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE TBA
- RELEASED BY EIDOS TEL 0181 780 2222

Bruce Lee practised The Art Of Fighting Without Fighting. Lo Wang practises The Art Of Slicing People In Half With A Big Sword.



Although *Duke Nukem 3D* looks a bit out-of-date when put next to *Quake*, the high-speed game engine is still brilliant. 3D Realms have used the very same game engine to make *Shadow Warrior* – the most intense Kung Fu movie ever created, starring YOU! You play as Lo Wang, the most hardcore fighter on the planet in a battle against almost everyone he comes across! Starting in his downtown dojo with just some lowly ninja weapons, you'll soon be blowing zombies away with nuclear warheads! We're not kidding!



You can see through the surface of the water! Cool!





HEH HEH! BREAK IT! BREAK IT! HUH HUH!

Again like *Duke Nukem 3D*, the sense of humour and attention to detail are what make *Shadow Warrior* stand out from the crowd of second-rate corridor games. Almost every piece of scenery in the game can be interacted with! In the pachinko parlour on the first level, you can play on the machines and win extra items and ammo, while later on you can find a hidden shrine to a god known only as 'Chan'. Wonder which films 3D Realms have been watching...



These rabbits don't just sit still. They breed, making more tiny rabbits all the time! Hang around long enough and there'll be millions!



There are lots of strange references to Anime movies, with big-eyed girls with few clothes on hidden all around the place!

ONE INCH PUNCH

There's an excellent selection of weapons in *Shadow Warrior*, as you'd expect. Lo Wang can punch faster than the human eye can see, but that's still not enough to get through this game. He can also use a ninja sword, shurikens (almost definitely being removed for the British version of the game), uzis (two at a time!), a riot gun, and more! The missile launcher doesn't just fire missiles – if you're lucky you can get hold of a nuclear warhead to wipe out massive areas!

Just like Terminator 2! The grenades from this gun can be bounced around corners or shot straight at enemies!

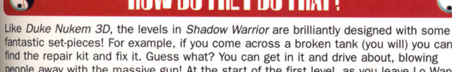
Kill the spectre, then lower the guy hanging on the right into the lava pit!

This lava section is hidden underneath one of the levels!





Lo Wang can throw three stars at a time, but not in the British version. He'll throw bananas instead.



Like *Duke Nukem 3D*, the levels in *Shadow Warrior* are brilliantly designed with some fantastic set-pieces! For example, if you come across a broken tank (you will) you can find the repair kit and fix it. Guess what? You can get in it and drive about, blowing people away with the massive gun! At the start of the first level, as you leave Lo Wang's Dojo Of Death through the window, a bus careers out of control and skids into a parked car! Touches like this run all the way through the game and make every level memorable.



A TV screen with a remote control in front of it. What could this be for?



Aha! Using the remote lets you control a small yellow buggy on the screen!



Drive it to the right place and later you can pick the silver key off it!







KUNG FU FIGHTIN'!

If you want to sample the delights of *Shadow Warrior* for yourself, go to the 3D Realms homepage **(www.3drealms.com)** and download the shareware version which has been available for a good few months now. Review of the full game next issue.

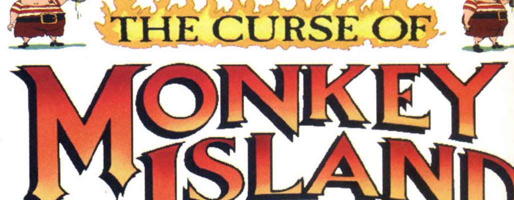






- PC AND AMIGA PREQUELS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY VIRGIN TEL 0171 368 2255

"I'm Guybrush Threepwood, a mighty pirate!" Thousands of people have been waiting years for a chance to say that again! Now Lucasarts are here to grant their wish!



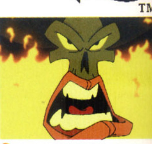
Lucasarts became known as gods of the adventure game when *The Secret Of Monkey Island* came out. They'd done some excellent adventures before that, including *Maniac Mansion*, but it was *Monkey Island* that really set them miles ahead of anyone else. The detailed backgrounds, excellent characters, great sense of humour and ENORMOUS game area gave players months of top-quality entertainment. The second game – *Monkey Island 2: Le Chuck's Revenge* – came a few years later and was declared "Best game ever" by many. It was certainly the best adventure game at the time. Finally, even though some doubted it would ever happen, the third *Monkey Island* game is here. And it's set to continue the tradition of blowing people away!



Guybrush Threepwood: The hero of the adventure!



Governor Elaine Marley: Guybrush's dream woman!



Captain Le Chuck: The evil undead pirate!

LUCASARTS REMOVES ALL KNOWN SCUMM!

The first two *Monkey Island* games used Lucasarts' own "SCUMM" interface. With SCUMM, you choose an action from the menu at the bottom of the screen (look at, push, talk to, use, open, etc), then an item in the game area. A sentence is created and Guybrush does what he's told. *The Curse Of Monkey Island* uses a different, simpler interface similar to the one seen in *Full Throttle*.

THE PIECE OF EIGHT!

Your standard in-game mouse pointer is a small white cross. When it's moved over a "hot" item, ie. anything that can be interacted with. Holding the left mouse button brings up the new coin icon which has three parts to it – a hand, an eye and a mouth. All you need to do is choose which of the three you want to use with the selected item and Guybrush will do so. Each icon can mean different things – the mouth will make Guybrush talk to some things, eat others, and so on.



As with previous *Monkey Island* games, the way to win fights is to insult your foe into submission!

YOU CANNOT KILL WHAT DOES NOT LIVE!

Following on from *Monkey Island 2: Le Chuck's Revenge*, the mighty pirate Guybrush Threepwood is left floating across the sea in a fairground dodgem. He is soon picked up by a ship full of undead skeleton pirates captained by... Le Chuck! He's not dead! Again. And what's more, he's got the love of Guybrush's life, Governor Elaine Marley and is planning to marry her! A massive battle begins as the skeletal crew take on a massive fort which is defending Plunder Island, and Guybrush is locked below deck to await his execution. This is where you come it – taking on the role of Guybrush, you need to find a way off the ship, rescue Elaine from Le Chuck and dispose of the vile pirate forever! As you can guess, it sounds a LOT easier than it really is!

THE DEAD MAN'S CHEST!

Previously, your inventory was always visible in the bar at the bottom of the screen. In *The Curse Of Monkey Island* you need to press the right mouse button to call it up, then simply click and drag something into the play area. When it moves over something with which it can interact, it glows yellow. Simple!



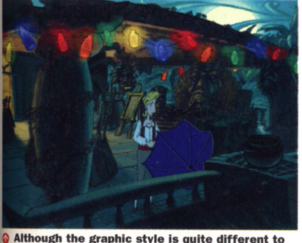


Guybrush is captured by Le Chuck's terrifying crew of living skeletons in the excellent intro!



THE BEST-LOOKING MONKEY IN THE WORLD

The Curse Of Monkey Island has some of the most unbelievably good graphics we've ever seen, and there's not the tiniest bit of 3D anywhere to be seen. Instead, everything is beautifully hand-drawn, with animation which is as good as anything seen in Disney's top movies. We're not exaggerating here. The amount of detail in the look of the game is remarkable – every piece of background has something amazing to look at, while almost every action that Guybrush can perform has its own animation. For example, at the very start of the game it's possible to pick up a rod from the wall of the ship you start in. In previous games, Guybrush would outstretch his arm and the rod would appear in his inventory. In *The Curse Of Monkey Island*, he reaches out, picks it up, pulls open his pocket and drops the rod in. All of this is done smoothly and with masses of character. It really is amazing to watch.



Although the graphic style is quite different to the first games, it's still brilliant!



When Le Chuck gets angry, he gets *really* angry! He's not too happy about Guybrush killing him twice!



The hand-painted backgrounds are amazing! Just look at the incredible detail on the scenery!



The terrifying pirate Le Chuck! No matter how many times you kill him, he keeps coming back!



"I'M SELLING THESE FINE LEATHER JACKETS..."

Games have moved on quite a bit since the release of *The Secret Of Monkey Island.* It's not enough for coloured text to appear above the head of whoever's talking any more – the characters really need to speak to you. In *The Curse Of Monkey Island*, everything is spoken. While Guybrush has an American accent, there are a fair number of characters with good old "oo-ar-ha-har" kind of pirate voices. The speech is brilliantly done so that none of the excellent humour is ruined. In fact, the voices make the characters even more entertaining – Murray the demonic skull has a perfect evil cackle, for example!



BARGAIN ALERT!

MONKEY ISLANDS 1 AND 2 GOING CHEAP!

If you've got a PC and you've never had the pleasure of playing a *Monkey Island* game, you don't need to wait until *The Curse Of Monkey Island* is released. The first two games can be bought on a single CD on Virgin's White Label budget range. This means that you can buy two of the best games ever for only £15! If you want a challenge, buy the budget disc now and see if you can complete both games in time for the release of number three! Not only will you be completely entertained for the next few months, but you'll also be able to appreciate many of the running gags and characters that have been carried on throughout the series!



***Monkey Island 2: Le Chuck's Revenge*! One of the best games ever made, now going cheap!**

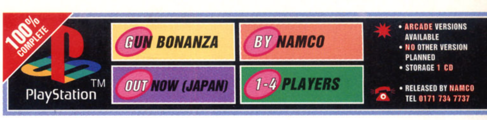
MO' MONKEY!

While it's not likely that we'll be reviewing *Monkey Island 3* next issue, we may well have an update of what will undoubtedly be one of the games of the year.




NEW GAMES





How could Namco possibly hope to top PlayStation *Time Crisis*? With *Gun Bullet* they haven't... they've gone over the top! Mad goggles on!



Namco are the masters of cool. Games like *Tekken 3* and *Rage Racer*, with their stylish visuals, pumping music and razor-sharp action, demonstrate that with ease! And now, with *Time Crisis* on PlayStation, they've made the sleekest gun game too! Not ones to hold back, Namco have already released their second gun game in Japan. Another exercise in gaming sexiness or a game packed with cartoon squid, fish, bees and skeletons? Occasional Namco fans may be mortified to find it's the latter formula. HowevEr, true Namcolites have been waiting years for a PlayStation version of *GunBullet*, aka *Point Blank* over here. The maddest, funkiest, super-challenging gun game around! Knowing this game is knowing cool!



The home version features an excellent looking intro starring Doctors Dan and Don!

BRUCE FORSYTH'S LET THE GAT HUM!

This isn't the usual 'hero-blazing-path-thru-enemy-territory' type of gun game. *Gun Bullet* is a series of shooting gallery challenges. The sort Dirty Harry would train in, but nuttier. Far nuttier! The result is like a gun-wielding game show! Imagine Strike It Lucky, only you had to beat a challenge test to move onto the next monitor screen. That's *Gun Bullet* and we reckon it'd be an ace TV show!





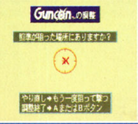
IT'S FAST AND FURIOUS!

In the identically converted Arcade Mode, there are four categories to face – a 4-challenge Training mode, a 16-challenge Beginner mode, a 16-challenge Expert mode and a 16-challenge Very Hard mode! For an idea of what each of these challenges are like, just roll your eyes over to the right. Unique as each one is though, there's always three key elements to them – how many targets to hit, in how much time, and with how many bullets! Don't think it sounds madly challenging? Look to the right, fool!

TWICE TO SEE YOU, TO SEE YOU TWICE!

Gun Bullet is the second game to use Namco's GunCon (which is gonna be grey in the UK). The game comes packed with or without the gun in Japan, for two reasons. One, so you can get the gun even if you haven't bought *Time Crisis*. And two, because even if you have a GunCon you may want another – to play two-player challenges! Just like the coin-op you can play Versus battles, adding more madness to an already frenzied game, as you both battle to hit the targets! This head-to-head play-off would of course be the finalé to our *Gun Bullet* Game Show!





GB features the same target set-up screen!



Unlike Time Crisis, you can choose wide bullets!



All the challenges are tougher with two-players!







OKAY DOLLIES, RACK UP THE TARGETS!

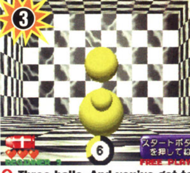
Right, you're playing the 'easy' Beginner mode. To win, you have to beat all 16 selected challenges, with only three failures! We're only gonna show you the first eight randomly selected rounds. Reckon you could crack'em?



This one's like a *Hit-The-Hamsters* game! Shoot 25 squid in twenty seconds, with unlimited bullets. Avoid the bombs though! Each one counts as a Fail!



NYPD shooting range style challenge! Hit 20 bad-guys, but avoid the civilians at all costs! You've got twenty five seconds.



Three balls. And you've got to hit them all in five seconds! Sounds hard? Well get this, you only have one bullet to do it!



An IQ reflex test! You have to shoot the creature that matches the one at the top. They only pop up for one second, and you have to hit eight in 25 seconds!



An all-out trigger-speed challenge! Five seconds to shoot 20 bottles with unlimited bullets. Just let rip!



At regular intervals you have to face a fiery 'Very hard' test! Here you've got to get 52 ninjas in 25 seconds!



Another hardcore trigger test! You've got to wipe out this Ferrari with 60 shots in 12 seconds!



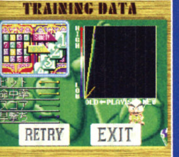
Reckon you've got what it takes to be William Tell. Shoot the apple off Dr Dan's head. One bullet, don't miss, and don't hit him!

FOR THE VIEWERS AT HOME!

In true Namco-stylee there are all new features for the PlayStation version of *Gun Bullet*. The 'Arranged' Mode has four original modes, ranging from the obvious to the downright ridiculous!

PRACTICE MODE

Here you can play on any of the challenge levels, to hone your sharp-shooting skills! There's a whole range of conditions to play them under, with line-graphs showing your accuracy, response time, finishing time etc, comparing them with your previous attempts.



You can gauge whether you're improving on the line graph.

SPECIAL MODE

A sort of Arcade Mode remix! A mixture of the standard challenges, with a load of new ones – all using the same presentation. Whether there are any hidden features, we've yet to find out...



Basically very similar to normal GB, as far as we can tell.



The Tournament Battle is like *Super SF2 Tournament.*



PARTY MODE

An excellent chance for four players to compete. If you only have one gun you can play the Score Challenge mode. With two guns though you can have elimination Tournaments and even Team Battles!

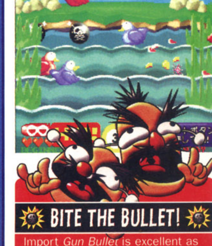


The spinning timer at the bottoms adds to the tension!

GUN BULLET ISLAND!

Unbelievably, this is an RPG. You shoot to control where Dr Dan and Dr Don go – sending them into huts to talk to people, or towards enemies for battle (where you have to play standard Gun Bullet challenges). With all the text in Japanese though, we can't really tell what the aim is!





BITE THE BULLET!

Import *Gun Bullet* is excellent as far as the arcade conversion goes, but we want to know what all the cool home features are about! Sony are definitely going to bring it out over here, and when they do we intend to find out!



60% COMPLETE	SEGA SATURN	RPG	BY GAME ARTS
		FEB '98 RELEASE	1 PLAYER

- PRICE TBC
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- FORMAT 2 CD
- PUBLISHED BY SEGA JAPAN TEL N/A

Game Arts breathe magic into the Saturn, the likes of which has NEVER been seen before. A 3D world like no other, marvellous story, and great humour. It can only be one game.



Friday 11th July 1997. Despite being the height of summer in Japan, the rain poured down. Stranger still, there were queues outside the games stores at 9:00 am, though the doors don't usually open until 10:00. We can't explain the rain, but we can explain the crowds of drenched people. Friday 11th July was the day Game Arts released 40,000 copies of their *Grandia* demo disk to be given away free – a rare prize, no doubt about it. If you were lucky, a taste of one of the year's most sought after RPGs was a few soggy hours and a numbered ticket away. The *Grandia* demos were all gone within an hour of being delivered. We got ours!


At key points objects can be moved to alter the landscape.


The one-eyed octo-beast is the Boss you meet at the end of the dungeon demo.


We think the enemies in *Grandia* are very cool. These giants throw rocks.

AMAZING UNIQUE 3D WORLD

Just about the coolest thing about *Grandia* is the real-time 3D world. It is crisp and sharp; lavishly detailed, and HUGE. What's more, in every scene other than battles where the viewpoint is fixed for practical reasons, players can view the world from whichever direction they like. As a result every object in the game is rendered as a 3D model, from the tallest building right down to a loaf of bread.

A LONG TIME COMING

Devoted Sega fans have been expecting *Grandia* for at least a year, and it has been in progress since before the Saturn was launched! The development team, Game Arts, have a reputation for producing top quality games for Sega. They've proved their worth in the field of RPGs, with the *Lunar* series on Mega Drive and Saturn. Between times they impressed CVG with the rock-solid 3D world seen in *Gun Griffon*, a mech battle game. *Grandia* is their master-work, and it utilises every last bit of silicon the Saturn owns.



ROOM TO SWING A TROLL

Locations in *Grandia* exist within areas spanning 100 screens (10x10 square). Game Arts claim this is more than 10 times the size of a usual town area found in RPGs. True or not, *Grandia* is impressive because all screens are continuous, whereas in *Final Fantasy VII* or more recently *SaGa Frontier* each scene is loaded separately. The effect used in *Grandia* is more natural.



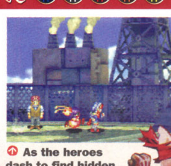


COLOURFUL AND COOL CHARACTERS



Detailed sprites are used to represent *Grandia*'s characters. Since it's possible to rotate the entire 'world' while characters move freely around, Game Arts needed to draw 20 000 animation cells for the heroes. Even minor enemies have complex animations. This time-consuming business has enabled the heroes to run, crawl, climb, and fight seemlessly. Characters are also made more endearing through comic animations such as surprised looks and stumbling.


Early in the demo Justin, the hero, is punched out of a bar, and lands flat on his ass. Not long after, girlfriend Sue rushes to help him. Cue silly expressions!


As the heroes dash to find hidden treasure, the viewpoint swings around in real-time to show them from the side.


Everyone piles on to clobber this feeble foe. It's fun to watch.


Icons appear over the heroes' heads when they are ready to move.


Weird Cheer Leader magic heals the party.



JOIN THE GOOD FIGHT

No matter what your experience with RPGs, the battle system in *Grandia,* for the demo at least, is accessible and fun. Like all the best battle systems, it rewards tacticians with wicked displays of martial pyrotechnics. Combat is turn based, but continuous, governed by time gauges for all characters – heroes and enemies. This is similar to how *Final Fantasy VII* works, except *Grandia* gives players an additional exciting option based around the time gauge: simultaneous attacks! If you choose to wait until everybody is ready to attack, they may all strike together. In the *Grandia* demo these joint assaults are not strictly 'combos' – unlike Square's *SaGa Frontier* where combination moves are over-the-top sequences of strikes, in *Grandia* everyone does their standard move all at once.

THE AUDIENCE IS LISTENING!

It's hard to help you appreciate *Grandia*'s (literally) brilliant sound. But consider that the music, and crisp effects were post-produced at Skywalker Sound and you have some idea. Skywalker Sound is the award-winning digital sound-mixing facility, where 'sound design' for such films as The Lost World, Mars Attacks, Hercules, and Mission: Impossible was produced. *Grandia* would benefit from using Skywalker Sound because of the connections with Lucasfilm's THX Division.


When there are two objects, say a fire and steam-cooker, the two effects blend into each other in a realistic way as you pass between them.



PROMISE

Aside from the playable sections, the *Grandia* demo showcases some of the other cool situations we can expect from the finished game (when it arrives!). From a simple menu-oriented title screen, the following gems are accessible:

CG MOVIES

Superbly realised, totally gobsmacking computer-rendered cinema to give FFVII competition. These use ADX instead of True Motion favoured by Sega. This has allowed for extra sharp, full screen picture quality at least equal to some of the best PS FMVs.

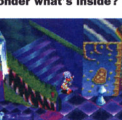

Looks cool here, but wait till you see it move.


This movie takes you over the airfield, then across to where a group of tanks are lined up.

Inside a honeycomb hive this weirdo cocoon is charged by electricity. Wonder what's inside?


An awesome space ship lumbers into the night sky. Hope it's on our side as it's huge.

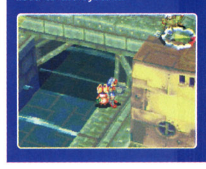

The mouth of what appears to be an underground base. Very cool.


It's a haunted house, but the colours used are still pretty wild.


In this sequence the hero searches all the statues for clues.

TREASURE HUNT

The theme of the main game on the demo is to find four pieces of treasure scattered around Parm town. It's a fun way of getting used to the system.



REAL TIME FLY BY

Airfields, mine-cart circuits, and a haunted house comprise the set of real time, non interactive demos of Grandia's grandeur. Most impressive of all is the maritime sequence, depicting ancient galleons lost in the fog.


When you see this for real it's amazing.


To get an idea of how colourful the game is, look no further than the brilliant village scene.


Looking across to the Dragon galleon from a commercial ship. Smart mist effect, eh!


Wind blows through the rough grass. But the effect is too small to see here.


Had to be a cart section we guess. But this one is especially cool.


That archway is about to collapse and block the path.


A really spooky section where Justin takes a risky walk over rooftops.

BEST IS TO COME... EVENTUALLY

Judging from what we've seen and read in the Japanese specialist press, this demo sells *Grandia* somewhat short. Game Arts are keeping some of the coolest features out of our hands until the release of their game. Previously Game Arts have mentioned that there are vehicles to control – hang-gliders, jet aircraft and tanks. Also we're led to expect to a viewpoint which can be zoomed in and out, and rotated vertically as well as horizontally. *Grandia* is an ambitious project on a scale comparable to *FFVII*. More soon.

NEW GAMES


© 1997 MIDWAY GAMES

Just about the biggest piece of news we have this month is Mortal Kombat 4, which has been recently published on Ed Boon's web page. Over the page we have some development news which ought to keep most Saturn fans happy…



WORMS 2

The worms are back. After many years since their original Amiga appearance, and infiltrating every games machine known to man since that time.

They have finally decided it's time for a sequel. The gameplay stays the same as it ever was. With teams of four worms, facing off against each other in a strategic battle. There are 60 new weapons including homing cluster bombs and air strikes, napalm attacks, and flying sheep, plus loads more which are still top secret. The major change is with the graphics. The effect is now more colourful and cartoon-like. With the worms themselves enjoying lots of frames of extra animation. The effect of this is tiny, you have to really study each worm to appreciate the amount of work has gone into the game. Wind speed is also different this time, with no windometer visible on screen, instead players must study the flow of leaves in the background, to tell the difference between a gentle breeze and a major gale. Also new is the graffiti mode which allows you to edit levels, a speech editor, to create your own voices, and a weapons editor to change attributes and values of weapons. If that wasn't enough, if you're sick to death of the worms there are lots of other animals as well. For more info visit the official *Worms 2* web site on www.worms2.com.




↑ The return of Worms. Grr-rreat!

60% COMPLETE | PC CD ROM | PINBALL | BY TEAM 17 | NOV RELEASE | 1-4 PLAYERS

ADDICTION

From the people that brought you *Worms*, comes a pinball game featuring - you guessed it *Worms*! Oh, and another table based on Rally Fever.

Two very well designed tables are what you'll be getting for your money. With two of the most realistic tables around. All the usual pinball features are in abundance, including multiple ramps, dot matrix displays and numerous multi-ball modes. Bonus games are played out on the dot matrix displays, and include flying sheep and racing. Best of all is the ball movement, which is among the best we've seen on computer pinball. Fans of metal balls, springs and ramps should start getting excited.







MORTAL KOMBAT 4

***Mortal Kombat 4* has just been taken around America to test the public's reaction and here are the first pictures!**

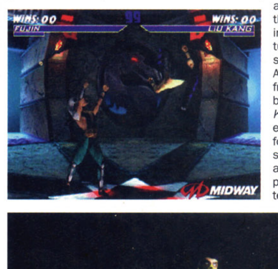
Using new arcade hardware known as the Zeus, the graphics are all fully 3D with motion-captured character animations.

The most recent version currently on test in Chicago has 12 playable characters – old favourites Liu Kang, Noob Saibot, Raiden, Reptile, Scorpion, Sonya, Sub-Zero plus new characters Fujin, Kai, Quan Chi, Shinnok and Tanya. The next version to be released will have another playable fighter from Kano's organisation while Noob Saibot will be made one of the three secret fighters.

The biggest new feature of *Mortal Kombat 4* (the one that Ed Boon wouldn't tell anyone about until the game went on test) is that the fighters can use weapons. Each character has a special weapon which lets them perform different attacks, but take too much of a beating and they drop the weapon. The other fighter can then pick it up and use all of the original fighter's weapon attacks! This feature could improve the MK series, or it could ruin the close-combat feel of the first three. Here's hoping it's the former!

While we haven't had the chance to play the game yet, it certainly looks great. The close-up views of the character that you get during victory poses and certain moves make them look very solid indeed, and the motion capture makes them move smoothly.

As you've come to expect from CVG, we'll give you the best coverage of *Mortal Kombat 4* around. Keep your eyes on the Arcade section for loads more information soon! For now, take a look at Midway's official web page (www.mk4.com) for test locations and pictures.







95% COMPLETE
PC CD ROM
ACTION STRATEGY | BY BLUE BYTE
OCT RELEASE | 1-4 PLAYERS

INCUBATION













After the excellent *Extreme Assault*, Blue Byte return with their latest offering, Incubation.
It uses the same game engine as *Extreme* and is best described as a turn based action strategy game. It appears to incorporate all the best best bits from RPG fighting sequences and yet still have enough new features to keep the idea fresh. You are a group of troops who have to kill all of the alien inhabitants of the planet chromos who have become infected with a human disease. The disease means that all they want to do is kill humans! Once you get into a battle, you realise the potential for this. As we mentioned earlier, it is a turn based game which means you can plan out each characters individual moves to counter any form of attack from aliens. Soldiers can be put alert so they shoot on sight, given drugs to increase awareness and speed and also drop a number of booby traps - like mines - to prevent enemies getting too close. The camera angles have been tweaked almost to perfection so that when you enter a room for example, the view pans down to first person so you would be looking almost through the characters eyes. Incubation is looking very promising, and seeing as it also supports MMX and 3Dfx, it looks as though Blue Byte could have another winner on their hands.

50% COMPLETE
PlayStation  SEGA SATURN PC CD ROM
RACING | BY GREMLIN
DEC RELEASE | 1-2 PLAYERS

BUGGY

Imagine *Hardcore 4X4* but in smaller cars. Radio Controlled cars in fact, and you've got the basic jist of *Buggy*, the new miniature racing game from Gremlin.
It features 16 tracks for you to race around and 6 buggies to drive, each of which has been specifically designed to perform with more reliability on certain terrains. Of course, the usual array of secret stuff like vehicles and tracks are included to give the better racers something to aim at. A split screen, two player has also been included for all those fortunate enough the have mates. But to say Buggy is up against some stiff competition would be a bit of an understatement. With other racing games like *F1 '97*, *Touring Car* and even *V-Rally* still flying high, *Buggy* is going to have to pull out all the stops in the final few months of coding.







60% COMPLETE
PlayStation
GUN GAME | BY GREMLIN
DEC RELEASE | 1-2 PLAYERS

JUDGE DREDD





As far as we can tell, *Judge Dredd* is one of the first third party games that is compatible with Namco's Guncon and is also the first major comic license not to come in the form of a fighting or platform game.
Obviously fans of the Judge are going to go mental at the sight of this, as it features loads of characters from the game, with the ultimate goal being the death of Royston Bean. Rendered backgrounds provide you with the opportunity to intact with the surroundings as many of the TV screens and bits of scenery can be shot to reveal power ups to your gun and health bonuses. And with 17 levels to blast your way through, Mega City One will be explored in some depth. Blasting away at everything you come across is obviously good fun, but sometimes a good accuracy percentage is called for. This is because the routes you take during the levels are dependent on hit rates, bonuses collected and enemies killed. Keep an eye out for more coverage in coming months.







PURE ENTERTAINMENT

New Games is our first look at hot upcoming software. It's also our chance to check out hot new developers. And with Eidos and Psygnosis on their case, that's exactly what Pure are!

You haven't heard of them yet, but this time next year Pure Entertainment may well be a familiar name in the gaming world. They're only working on their first two major projects, but these have already been snapped up by gaming giants, Eidos and Psygnosis! Other names buzzing around Pure, include Sega who are highly interested in getting them to sign for their new 64-bit console! Not bad for a company who only formed in April of last year with five team members. Headed by a previous Sony Computer Entertainment in-house developer, they've since quadrupled in size, taking on talent from Mindscape, The Bitmap Brothers, Warner Interactive, Rare and Interplay. The two titles you see below are set for release early next year, with another title to follow in Autumn!



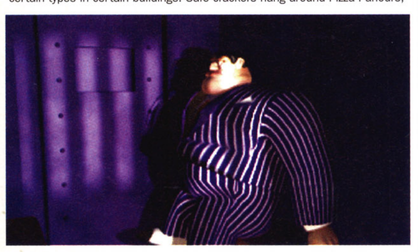
60% COMPLETE | PlayStation | PC CD ROM | SHOOT 'EM-UP | FOR PSYGNOSIS | SPRING '98 RELEASE | 1 PLAYER

RESPECT INC

A combination of *Syndicate*, *Dungeon Keeper* and *Loaded*, *Respect inc* is a game set during 1920's American mob culture. You play a Sicilian who has arrived at a ficticious US town (called Elmer City). And the aim is to build a crime empire!

Pure jokingly describe this as a suit 'em up. Simply because the first aim to total power is getting a good suit. The better the suit you wear, the more 'respect' you get. The only way to get a suit though, is with money. And to get money you have to take over buildings by intimidating them (real Godfather stuff). Once this is done they change to your colout and your accountants take cash payments from them.

The game is broken into a series of levels, and to complete each one you have to take over all the buildings in that area. To start with, the town is run by a mobster called Bugsy, for his boss Spatz. So you have to stop his henchmen killing you, while preventing them 're-intimidating' your buildings back! To help you, there are all kinds of weapons including tommy guns, splat guns and dynamite. You can also employ henchmen yourself, finding certain types in certain buildings. Safe crackers hang around Pizza Parlours,



whereas if you want someone to do a drive-by shooting, head to the garage.

The game uses a brilliant artificial intelligence system based on 'respect'. For instance, meet a single enemy and they might be scared of you, running away. If they run around the corner though and find some fellow gang members, they'll get their courage back and all come back, guns blazing!

The graphics have all been based on the cartoon style from the Prohibition Chicago era. And all the violence is more comic book than gory.



Using their own Animorphix technology, Pure have also been able to stretch or flatten the characters (similar to Tom hitting Jerry on the head), to emphasise the cartoon humour.

has the potential to be an excellent and original strategy/ action game. And if Psygnosis behind them, it could match that potential!

40% COMPLETE | PlayStation | PC CD ROM | SHOOT 'EM-UP | FOR EIDOS | SPRING '98 RELEASE | 1-4 PLAYERS

LUNATIK





According to Pure, *Lunatik* takes the traditional top-down shoot 'em up and "turns it on its head", combining it with the freedom to explore 3D worlds. In other words, there's no need to read the instruction manual!

Lunatik features eight diverse worlds, ranging from forest to futuristic cities. Each world has three levels, each with linking missions. For instance, the first level might be to break into a city. The next – to destroy the city. The third stages will always feature a spectacularly huge boss though! Power-ups are gonna include every variety you can imagine. From multi-directional lasers, mines, homing beams and bombs – some so powerful there's a delay to allow you to escape the blast! Due to the 3D freedom, the baddies aren't just going to follow the usual pre-set patterns either. Some will guard areas, other will escape the player, while police craft will only attack when provoked.

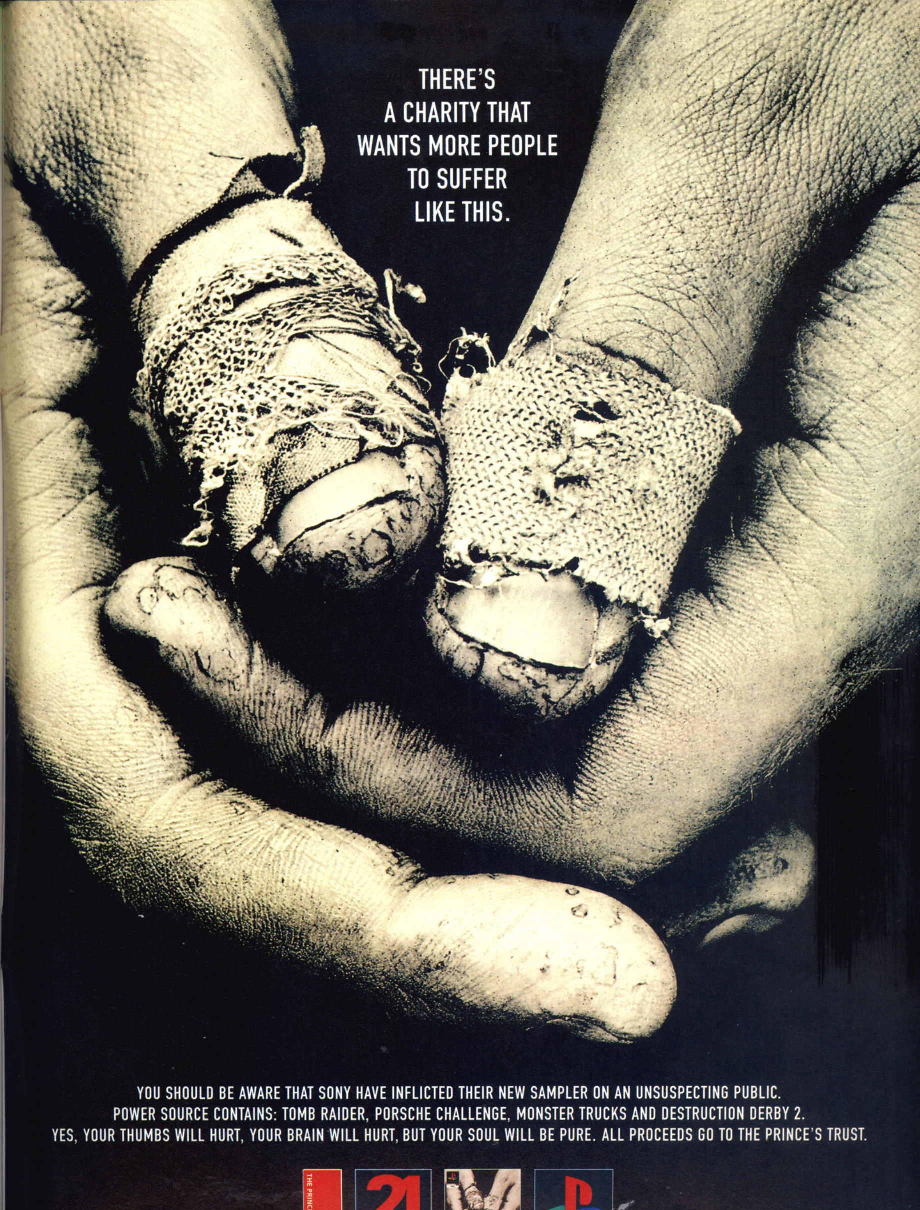
Although the worlds are in 3D, the player has no control over the height of their ship. The floors are bump-mapped, so the ship changes height according to the surface. Thus the ship can fly under pipes or over rock formations at speeds that may have proved impossible with player control. All part of the game's arcade feel!

Realism has played an important part in the look of *Lunatik*. The stages all feature realistic terrain, and have been designed to appear alive. Vehicles drive along futuristic roads, birds fly in the forests , and lights flicker on and off in skyscraper windows. Realtime lighting has also been employed to illuminate explosion or weapon blasts. And vapour trails (*WipEout 2097* style) escape the ships' thrusters.



The PC version is set to include four-player networking for co-operative, deathmatching or even bomb-tagging (like *GTi Club*).
We've seen both the PlayStation and PC versions and they look equally stunning. We're expecting big things from *Lunatik*!





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THE PLAYSTATION SKATEPARK

It's not enough to have the World's top-selling video games console. Sony want their logo burnt into the very deepest recesses of our minds. Plan F in their masterplan for total Earthling control – the skateboarders!

Sony are not that dissimilar to 'The Invaders' from the 60's paranoia-filled US TV series. Having planted their machine into virtually all family homes, they've already captivated the mass population with their hypnotic 'games'. However, there are still humans beyond the reach of their mind-ray, those whose extreme behaviour has prevented them being ensnared. They don't stand a chance! Sony have infiltrated all levels of society – club culture, snowboarding, sky-surfing, and now skateboarding. And as with everything else, they've done it with style – constructing a world-class skatepark! Resistance is futile!

THE GRAND OPENING!

Located in London's Notting Hill, beneath a flyover and alongside a railtrack – with tube trains continually trundling past – the PlayStation Skatepark has all the urban flavour of a fighting game backdrop. But don't make the mistake of thinking it's just a dodgy homespun construction. This is Britain's newest world-class sporting facility! Opened on Friday 1st August by the Lady Mayoress of Kensington & Chelsea (no doubt a cracking skater herself, on the weekends), we were there for the launch – to feast on a large barbecue, listen to live DJing, and witness some of the UK's top skaters in action!





SKATEBOARD OLYMPICS '98

Paul McDermott, who manages the PlayStation Skatepark, reckons extreme skating involves such a high level of skill it should be recognised as an Olympic Sport like snowboarding! We might not see the Skateboard Olympics in Notting Hill, but World championships, World grand prix and national and regional championships are set to be held there. In the meantime, you can hone your deck-technique between 12 and 4pm daily. Admission is £3, there's tuition and even house medics should you split your cranium open!

PARKLIFE

Here at CVG, we make no claim to be good skateboarders. Nope, we're just transparent-skinned creatures that sit in front of TV screens. However, CVG's friend, Phil Dawson, does reckon himself as a bit of a sidewalk surfer. And he was with us at the launch – not to scoff raw meat, for a change – but to test out the 10ft vertical halfpipe! And he wasn't half-bad, performing a range of stunning rail-slides, tail grabs, 180 ronnies, a 50-50 beaver and, in a spectacular finale, a 720 one-foot rolf!* For the less daring boarders and bin-liners there's also a mini-ramp, and a street section featuring a funbox with handrails, a pyramid, quarter pipes and some fly-off ramps!



*This is all a lie. Phil just went up and down the vert with a piece of steak in his mouth.





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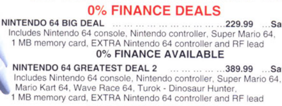
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THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



October 1997

FREEPLAY

Issue 18

SEGA SECRET SYSTEM SPECIAL! MACHINE WON'T USE 3DFX!

Latest insider word on Sega's 64-bit console project is that it won't be using 3Dfx technology, following a decision said to come from Sega Japan.

Although Sega's development of a new 64-bit console is shrouded in secrecy, it's widely known that they've been collaborating with 3Dfx. Earlier this year, Sega bought a 16% share in the 3Dfx company. And in March 3Dfx revealed that they were being commisioned by Sega to develop a new Voodoo Graphics chipset *"for license to Sega Enterprises Ltd for use in Sega's next generation consumer home game console."* A project that Sega were said to be financing, with the agreement that they had sole rights to a 3Dfx based console! However, now Sega have called an end to the project, without explanation!



This news is all the more surprising considering the growing popularity of 3Dfx. At the recent E3 show, virtually all the PC games running – and they were the best looking games there – used 3Dfx. A Sega console using the same hardware, would not only benefit from the hardware, but tap into a library of easy-to-convert PC titles. Considering the Saturn's primary weakness has been its lack of third-party software support, PC-related hardware could prevent that problem occuring again.

However, Sega may well still employ PC hardware for their 64-bit console. Word has it, they are now working with Videologic, using the forthcoming upgraded PowerVR technology. This isn't the first time Sega have been involved with VideoLogic. Back in May we reported that Sega's new machine would use PowerVR, and Sega did admit to evaluating the graphics accelerator for possible future technology. Another source we've spoken to, has told us that Sega have been touting the new system to developers, describing it as a 'PC in a box'.



With Sega refusing to talk about any new system, and *Virtua Fighter 3* still not appearing on any Saturn release schedule, we can only speculate about the develoment of their new machine. But as things stand, it seems that 3Dfx technology isn't part of the picture.

RED-HOT RUMOURS! ROASTING-HOT GOSSIP!

Another drove of underground gaming whispers. What's the truth, and what's just bum gas?

• *Mario 64 2* will feature the previously missing Luigi in a two-player simultaneous mode, and both characters will be playable at the same time. The game is also being developed for 64DD.

• *Mario RPG* is also – definitely – being developed for 64DD.

Sharon Stone is being cast as the villainess in *Tomb Raider: The Movie*. And Demi Moore could be playing Lara Croft! Word is, Bruce Willis has bought a load of shares in the FMV software company, providing his wife gets the part. So it could be goodbye Liz Hurley, unless Hugh Grant can up the odds...

• Westwood are working on a new *Command & Conquer*. A departure from the strategy formula, *C&C: Commando* is a 3D action game. It's too early for any details to be revealed, but the '*Commando*' moniker may be a clue.

• The *Tomb Raider* PC add-on – *Unfinished Business* – is now to be released for free! It was originally canned because Eidos thought it was unnecessary, due to Lara's ongoing popularity!

Sega have said on their website that *Virtua Fighter 3* won't be coming to Saturn. However, they've now claimed that response was wrong and they've yet to make a decision. Will it? Won't it?

• Midway have delayed the release of *Quake 64* until March next year, to add a multiplayer option – a response to overwhelming public opinion. id have agreed to give them the time, to get the multi-player mode tuned to perfection.

• Following in the footsteps of *Micro Machines 2* and *Tomb Raider 2*, *Nuclear Strike* and *Formula One '97* won't be coming to Saturn. *Fighting Force* is only going to be released on Saturn in Japan.

• Sonic Team are working on a new Saturn project and it's NOT a *Sonic* game or *NiGHTS 2*. It's going to be revealed at ECTS.

Sega are releasing a new *Virtua Fighter 3* team battle machine. Could be like the *Super Street Fighter 2 Tournament* set-up.

• *Castlevania X* is going to come out on Saturn.

• Virgin Interactive Entertainment has been bought – by Richard Branson! A few years back he sold it to Blockbuster, now he wants back in!

• Capcom are bringing out a compilation disc. It said to feature *Ghouls 'N' Ghosts* and *Bionic Commando*. What machines it's on, and whether they're new versions or retro games, is still a mystery.

READERS MOST WANTED CHART

More hopes and pleas from you, Johnny Reader. What we want to know is why no *Quake 2* demands, eh?

1	TEKKEN 3	PS/N64
2	TOMB RAIDER 2	PS/SAT
3	RESIDENT EVIL 2	PS/SAT
4	FFVII	PS
5	ZELDA 64	N64
6	VF3	SATURN
7	64 DD	ON EARTH
8	TIME CRISIS	UK PLAYSTATION
9	STARFOX 64	UK N64
10	QUAKE	PS/SAT/N64

Of course, you won't get *Starfox 64* here ever. Just that *Lylat Wars* thing. Other suggestions, just missing the list (thankfully) include *Mortal Kombat 5*, *Tekken 4000*, *Streetfighter 1000* (hello?), someone to buy Paul Rayment's Saturn, *Theme Cinema*, Sega to go bankrupt (go away! evil!), Mr T's return, *Mr Blobby 64* (how waacky!), Ed Lomas chocolate drops (where does he make 'em?), Oz Browne lollipops, and Alex to shave those burners (yeah!). Keep them coming in with all your letters, or else.

Contents



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**V-RALLY**	**PLAYSTATION**	**OCEAN**
2	2	DUNGEON KEEPER	PC CD-ROM	BULLFROG
3	3	ISS PRO	PLAYSTATION	KONAMI
4	4	WORMS: PLATINUM	PLAYSTATION	OCEAN
5	10	ATOMIC BOMBERMAN	PC CD-ROM	INTERPLAY
6	7	X-COM: APOCALYPSE	PC CD-ROM	MICROPROSE
7	13	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
8	17	COUNTERSTRIKE: RED ALERT	PC CD-ROM	VIRGIN
9	12	ISS 64	NINTENDO 64	KONAMI
10	6	MARIO KART 64	NINTNEDO 64	NINTENDO
11	19	C&C: RED ALERT	PC CD-ROM	VIRGIN
12	RE	CHAMP MAN DOUBLE PACK	PC CD-ROM	EIDOS
13	5	RALLY CROSS	PLAYSTATION	SONY
14	15	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
15	11	ROAD RASH: PLATINUM	PLAYSTATION	EA
16	14	TOMB RAIDER	PLAYSTATION	EIDOS
17	8	RAYMAN: PLATINUM	PLAYSTATION	UBI SOFT
18	RE	DIE HARD TRILOGY	PLAYSTATION	EA
19	RE	EA CRICKET '97	PC CD-ROM	EA
20	RE	CARMAGEDDON	PC CD-ROM	SCI

JAPANESE MULTI-FORMAT SALES TOP 10

1	DERBY STALLION	PLAYSTATION
2	SLAYERS	SATURN
3	SONY GOLF	PLAYSTATION
4	SAGA FRONTIER	PLAYSTATION
5	RESIDENT EVIL	SATURN
6	MONSTER FARM	PLAYSTATION
7	TAMAGOTCHI	GAMEBOY
8	POCKET MONSTER	GAMEBOY
9	STREET FIGHTER EX PLUS	PLAYSTATION
10	FINAL FANTASY TACTICS	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**STARFOX 64**	**NINTENDO 64**
2	TRIPLE PLAY '98	PLAYSTATION
3	WILD ARMS	PLAYSTATION
4	DARK RIFT	NINTENDO 64
5	SHINING THE HOLY ARK	SATURN
6	DYNASTY WARRIORS	PLAYSTATION
7	MARIO KART 64	NINTENDO 64
8	HERCULES	PLAYSTATION
9	TOMB RAIDER	EIDOS
10	TEKKEN 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKEWORLD	PC CD-ROM
2	MARVEL SUPER HEROES	SATURN
3	STREET FIGHTER EX PLUS	PLAYSTATION
4	FINAL FANTASY VII	PLAYSTATION
5	CASTLEVANIA	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN UK TOP 5

1	DUKE NUKEM 3D	SEGA
2	QUAKE	SEGA
3	RESIDENT EVIL	SEGA
4	LAST BRONX	SEGA
5	DRAGON FORCE	SEGA

SATURN IMPORT TOP 5

1	PANZER RPG	SEGA
2	STREET FIGHTER COLLECTION	CAPCOM
3	GRANDIA	SATURN
4	VIRUS	HUDSONSOFT
5	SILHOUETTE MIRAGE	TREASURE

PLAYSTATION UK TOP 5

1	F1 '97	PSYGNOSIS
2	CASTLEVANIA	KONAMI
3	ABE'S ODDYSEE	GT
4	NUCLEAR STRIKE	EA
5	PARAPPA THE RAPPER	SONY

PLAYSTATION IMPORT TOP 5

1	BREATH OF FIRE 3	CAPCOM
2	COOL BOADERS 2	UEP SYSTEMS
3	BIOHAZARD DIRECTORS CUT	CAPCOM
4	MARVEL SUPER HEROES	CAPCOM
5	STREET FIGHTER COLLECTION	CAPCOM

PC TOP 5

1	HEXEN 2	ACTIVISION
2	DARK FORCES 2	VIRGIN
3	G-POLICE	PSYGNOSIS
4	MONKEY ISLAND 3	VIRGIN
5	RESIDENT EVIL	VIRGIN

NINTENDO 64 TOP 5

1	LYLAT WARS	NINTENDO
2	BLAST CORPS	NINTENDO
3	ISS 64	KONAMI
4	NBA HANGTIME	GT
5	NHL: OPEN ICE	GT

NINTENDO 64 IMPORT TOP 3

1	GOLDENEYE	NINTENDO
2	BANJO KAZOOIE	NINTENDO
3	CONKER'S QUEST	NINTENDO

16 BIT TOP 3

1	SUPER MARIO WORLD	SNES
2	FINAL FANTASY 3	SNES
3	SUPER STREET FIGHTER 2	SNES

ARCADE TOP 5

1	TOP SKATER	AM3
2	HOUSE OF THE DEAD	AM1
3	TEKKEN 3	NAMCO
4	THE LOST WORLD	AM3
5	TIME CRISIS	NAMCO

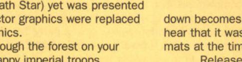
CVG'S ULTIMATE CHARITY GIG LINE-UP WE DON'T WANT TO HEAR

1 RONNY JAMES DIO
2 CELINE DION
3 BRUCE DICKINSON
4 ROLF HARRIS
5 TED ROGERS
6 MAX BYGRAVES
7 CHESNEY HAWKES
8 BACKSTREET BOYS
9 STING
10 PM DAWN
11 THE GRUMBLEWEEDS
12 CLIFF RICHARD
13 FATHER ABRAHAM AND THE SMURFS
14 FEARGAL SHARKEY
15 ANYONE FROM THE CARLSBERG CONCERT

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Recovering just in time from a severe case of bleeping-sickness (nightmares brought on from playing too many old games) the goblin presents another feast of retro goodies.



By far one of the most sought after and collectible arcade cabinets is *STAR WARS* by Atari games (1983), even more so if you're lucky enough to get the *EMPIRE STRIKES BACK* conversion kit as well.

The third game in the series, *RETURN OF THE JEDI*, had the same ultimate goal as its predecessors (destroy the Death Star) yet was presented in an entirely different way. The multi-coloured vector graphics were replaced with beautifully drawn pseudo 3D bitmapped graphics.

The action begins on Endor as you zoom through the forest on your speeder bike frantically dodging trees and trigger-happy imperial troops. Straightforward stuff. Scenes two and three on the other hand feature a unique split screen where you take part in the two events at the same time. One moment you're guiding Chewie in his stolen scout walker amidst rolling logs and rocks – next thing you're in deep space helping Lando Calrissian and the Millenium Falcon attack the hulking Star Destroyers.

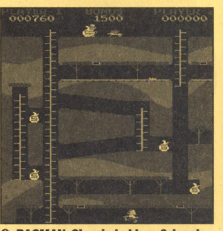


ROTJ: Anything STAR WARS is good.

The finale involves you piloting the falcon into the Death Star's reactor, shooting TIE Fighters en route. A couple of pops at the core and it's time to turn tail and escape to safety before it blows.

RETURN OF THE JEDI is still a joy to play largely due to Atari's detailed graphics and some superb speech. If tracking an arcade copy down becomes too tiresome you'll be delighted to hear that it was released on most home computer formats at the time.

Released in 1982 *BAGMAN* was a tremendous little ladders and levels game. You play the part of a convict who's escaped from prison to gather up his stash of money bags from a flick-screen underground mine. Mine carts and lifts help gain access to other parts of the mine whereas pick axes are essential for doing away with the pesky guards that are always on your tail. *BAGMAN* was later joined by an update *SUPER BAGMAN* that increased the number of screens and chucked in a few new surprises like bombs and conveyor belts. OCEAN software released their own version of the game for the 8-bits called *GILLIGAN'S GOLD* which enjoyed limited success.



BAGMAN: Classic ladders & levels.

SUPER BAGMAN

SCRAMBLE was very much a poor man's *DEFENDER* and was relegated to swimming pools and fish & chip shops up and down the country.

Travelling East over jagged terrain your job is to stay alive long enough to bomb the alien base at the end of level 5. You have two fire buttons, a machine gun for doing away with airborne nasties and bombs to destroy fuel tanks (lots of points and a boost to your fuel credit).

After a while the UFO stage approaches which involves frantic yanking backward and forward on the joystick in a bid to escape their haphazard attack before reaching the fortress where all your earlier skills are tested to the extreme.

SCRAMBLE: A Kebab Klassic!

Finding home versions couldn't be easier. For a start Speccy owners could plump for *PENETRATOR* with its excellent landscape editor that lets you build your own courses or the brilliant *ROCKET RAID* on the BBC B that was practically arcade perfect except in name.

VECTOR CLASSICS: LUNAR LANDER



Remarkably different from any other game in its time due to the fact that unlike the ghost gobbling of *PAC-MAN* or the frantic blasting of *DEFENDER*, *LUNAR LANDER* was simply a game of landing. This was a game without aliens or adversaries and success was granted by pure rational skill, which is why you were as likely to find your mum and dad playing it as a huddled group of 13 year olds.

The Lander's module comes floating into view. Various landing sites are indicated – graded according to difficulty. Rotating left and right applying precisely timed bursts of thrust from the unique 'thruster control' devise, your lander gingerly descends into the vector valley below.

As you home in on the landing pad the game goes into 'close-up' mode where even finer adjustments are made for the final touchdown and mission congratulations or commiserations. Atari were also quite proud of their Add-a-coin™ feature to encourage further play. Pah! That'll never catch on.

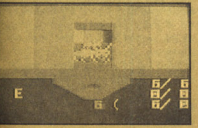
FANTASY-TASTIC ADVENTURES

Video game adventures have always been a different type of game to computer adventures. The main difference is that all the action on screen is controlled by the player's joystick, as there is no keyboard for typing in sentences to possible solutions.

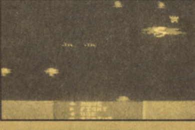
The first computer adventures appeared on university mainframes in the late 70s and developed into a hugely popular (yet now almost ignored) genre in favour of the more graphical approach.

Back in the early eighties the biggest adventure game ever written for a video games system was *DRAGONSTOMPER* by Starpath. The game was memorable as it could only be played in conjunction with the Supercharger (the VCS tape player adaptor) which enabled the game to be fed into the VCS in three parts to make room for more complex adventuring. The gameplay was classic stuff – wander around a mystical land under the evil spell of a dragon who has the countryside gripped in a reign of terror.

Meanwhile the best selling games on the INTELLIVISION were its series of Advanced Dungeons and Dragons games. *TREASURES OF TARMIN* was a 3D maze challenge requiring the player to find a stash of treasure guarded by the forces of evil (sound familiar?). To recover the treasure you must avoid being killed by the monsters who inhabit the corridors whilst picking up artifacts to help you on your quest.



TREASURES OF TARMIN. You can't go wrong with 3D corridors.



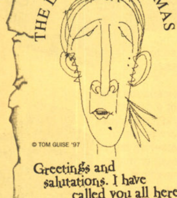
DRAGONSTOMPER. There's a dragon in there somewhere!

CABIN FREEPLAY CLASSIFIED

P.C.B.S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.11) IS OUT! INCLUDED THIS ISSUE IS A LOAD OF PAC MAN STUFF AND PART 2 OF THE INTELLIVISION PROFILE. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.

TIPS



Greetings and salutations. I have called you all here in order to ask something of you. We require tips, and you are our last hope. Write the tips directly from your head onto papyrus and send it to us by post. If you perform this task to my liking, you will be rewarded with any video game you request. Your time starts now! Ug!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can also send any tips or guides to the Email address below. Please don't bother sending us tips you've copied from the internet, other magazines, or even old CVGs. And if you do, don't write "I didn't copy these from another magazine" on the end. Really good tips will win a free game of your choice from HMV!

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

VANDAL HEARTS

Rather than send in a complete solution to ruin the game, **E.R. Barwell from Doncaster** has sent in this list showing where all the objects in the game can be found, as well as some handy hints for improving your party. For all of this hard work, E.R. is being rewarded with a **free game from HMV!** Let us know what you'd like and we'll get it off to you within the next few years! Honest!

LOCATION	CHEST ITEMS	EXAMINE ITEMS	SPECIALS
Valley Of Thieves	None	L.Sword, Madbook	None
Dover District	Herb, Herb	L.Bow, Mushroom	None
Palace Ruins	Elixir, Herb	Fire Gem	Eleni and Huxley join party
Rhine Bridge	None	None	Kira joins
Port City Minato	None	None	Grog joins, KEY OF NOVA
Sand Dunes of Sea	None	None	None
Gadar Sea	None	None	None
Yuzu Village	Mage Oil, Herb	Moon Pie, Mushroom	KEY OF EARTH
Ygdra Canyon	Moodring, Elixir	MACRO MAN 1, Madbook	Dolan, Amon and Sara join
Loris Beach	None	Smelly Green Banana	None
Castle Ruins	Mage Oil, Moodring	Iron Boot, Chain Mail	None
Inside Castle	None	None	None
Outside Dungeon	None	Gold Coin, Mage Gem	None
Plain Of Sorrow	None	None	None
Remote City	None	None	Zohar joins the party
Plain Of Sorrow	None	None	None
Terasu Village	Mega Herb, Elixir	Unicorn, Gold Coin	None
Basil Gate	Mega Herb, Mage Gem	TARO 2, Iron Boot	None
Reed Highway	None	M.Staff	None
Prison (Breakout)	M.Herb x2, S.Staff, Grimhelm	None	Darius joins the party
Prison (Rescue)	None	Gold Coin, KEY OF MANA	Zen Robe
Khanos City	Holy H2O, Aura Gem	Gold Axe	None
Great Masai Forest	None	King Foil, Aura Gem	None
Trade City Kerachi	None	None	KEY OF CHAOS
Warehouse	None	None	None
Magic Train	None	RAMEN 3	None
Fort Dain	Life Orb, L.Mask	Mithril	None
Wart Bay	Plate	None	None
Pioneer Town Sorbo	None	None	None
Torog Mountains	None	Helstone, Mithril	P.Claws
Frontier Village	None	None	None
Tsukue Plains	None	None	None
Smoking Bones Cave	D.Spear	KEY OF LOGOS	Wyrmfang
Frontier Village	None	Mithril, Shivbook	Rune Bow
Orome Lake	Gold Axe, Wyrmfang	None	Vandal Heart
Glasgow City	None	None	KEY OF HEAVEN
Fort Gareth	None	Necklace	Caliburn
Cobalt Beach	Life Orb, Ragnorak, Holy H20	None	None
Capital Shumeria	None	Mojo Robe, Gold Axe	Runewand
Inside Church	None	None	None

E.R. also has some tips for *Vandal Hearts* to share with you...

ARTIFACTS

"Macro man, Tarot and Ramen. When you collect the Ramen go back to Kerachi and talk to the collector to receive the key of CHAOS."

TRIALS OF TOROAH

"To select a Trial you must equip Ash with the appropriate key and enter the DOJO. Upon leaving the DOJO you will be asked if you wish to transform, select yes to be transported to the trial zone.

On all of the Trials of Toroah you need to make sure you open the chest containing the pearl before dispatching the enemies. You cannot retry a trial if you miss the pearl. The trial of CHAOS is the most difficult pearl to get while the trial of LOGOS is the easiest pearl but takes the longest to finish.

If you manage to get all five pearls the ancient man in GLASGOW city will give you the key to HEAVEN and your chance to become a VANDELIER.

Warning!! To obtain the LOGOS key you must have a character of HAWKNIGHT/SKYLORD class."

EXPERIENCE

"Huxley and Sara both have a spell called MYSTIC SHIELD, this spell is only useful for gaining experience.

By casting the spells on themselves, about every sixth spell you will receive 100 experience points. Use Mage Gems and Mage Oil to prolong this process. On levels with enemy healers (Basil Gate) leave the healer alive so that your other characters who will have stocked up on Mage Gems/Oil can give these to Huxley and Sara. There is a very good reason for supplying magic to Huxley and Sara. Each time you give Huxley or Sara magic points you get experience points in return. The amount you get is related to the difference in experience between giver and receiver. For example: Ash (experience 950) gives Mage Oil to Huxley (experience 1900). Ash would get approximately 700 experience making him go up at least six levels.

The best time to do this is after the prison rescue in KHANOS CITY. Do a trial (Nova or Mana are the best) and you will be able to level up the characters who were locked in the dungeon (Clint, Eleni, Amon and Darius). This is very useful. I have managed to get 1196 experience points just by giving Mage Oil to Sara."

EXAMINING THE LANDSCAPE

"To find items on the ground look for squares that are not common like craters or dog footprints"

DIE HARD TRILOGY

Thanks to **Andy Wright from Devon** for figuring out this *DHT* cheat by putting in another cheat wrongly. Very clever. If you enter this code – **Triangle x10, Right** – the enemies will go flying through the air, spinning around as they go whenever you shoot them!

CODENAME: TENKA

To give yourself every one of the weapons, pause the game at any time and **hold L1**. Now press **Triangle, R1, Triangle, Square, R1, Circle, Square, Square and release L1.**

To warp through the levels, pause the game at any time and **hold L2**. Now press **Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle and release L2**.

MEGAMAN X3

As well as having the coolest name ever, **Martyn Slaughter from Sheffield** has a code for *Megaman X3*. It gives you everything including all the pieces of the X Suit, every life container, access to all robots, the highest bar of energy, strong energy chip and access to the very last level!

1174
2565
6162
7186

Thanks, Mr Slaughter!

Tips

FREEPLAY

SATURN

IRON MAN/XO MANOWAR IN HEAVY METAL

He heh. If you need this code, that means you bought the game. Ha hah. Anyway, for either the Saturn or PlayStation versions, this code starts you on the last stage with maximum life, weapons and armour.

One-player mode
C04A770777777
7777777777777

Two-player mode
C02A77X777777
7777777777777

NINTENDO 64

INTERNATIONAL SUPERSTAR SOCCER 64

To give all of the players on your team enormous heads, go to the title screen and press **C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A.** Now hold the Z trigger and press Start.

To get the extra teams, go to the title screen and press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A.** Now hold the Z trigger and press Start.

MORTAL KOMBAT TRILOGY

Now that *MKT* is out officially on the Nintendo 64, it's time to print a load of hidden features for you to try out!

To open up both the question mark option menus in one go, let the game run to the story screen. Now quickly press **HK, LK, RN, LP, HP, HP, HP, LP, LP.** You should hear a noise to let you know that the menus are available. They contain cheats such as infinite fatality time, level select and secret characters.

For infinite credits, go to the opening story screen and press **Down, Down, Up, Up, Right, Right, Left, Left.** That should do it.

For a stage select, highlight Sonya on the character select screen and press **Up+Start** together. After you've picked a character you'll get a stage menu.

To play as Ninja Smoke, choose regular robot Smoke and before the fight starts, hold **Backwards+HP+HK+BK+RN.** You should transform at the start of the fight,

To be able to play as the female Khameleon, go to the starting story screen and press **C-Right, C-Up, A, B, C-Down, C-Up, C-Right**.

To play as Motaro, you must be about to fight on either the Desert or Wastelands stage (use the stage select code to make sure you get one of them if you must). Pick any character, and before the fight starts hold **Backwards+LK+HK**. You should transform into Motaro before the fight.

To play as Shao Kahn, make sure you're about to fight on the Rooftop, Kahn's Kave or Pit 3 stage and pick any character. Before the fight starts, hold **Down+HP+LP** until you change into Kahn himself.

As we mentioned a long time ago, it's possible to explode people after doing a Babality on them! As soon as you've pressed in your character's Babality, press **HP, LP, HK, LK** on the end. Your opponent should turn back into an adult, then explode!

As with the other *Mortal Kombats*, there are some hidden bonus games in *MKT* to find. You can get *Pong* by playing 50 2-player fights in a row and *Space Shooter* by playing 100 2-player fights in a row.

NBA HANGTIME

Anthony Cheng from Rhyl has sent in a list of hidden modes and characters for the N64's new *NBA Jam* game.

These codes should be entered at the game match-up screen. The first digit refers to the A button, the second one is the C-Down button and the third is the C-Right button.

025	**Baby mode**
461	**Infinite turbo**
273	**Stealth turbo**
111	**Tournament mode**
937	**Goal tending off**
390	**No pushing**
048	**No music**
552	**Hyper speed**
120	**Quick passing**
616	**Max blocking**
284	**Max speed**
802	**Max power**
709	**Max steal**

These secret players can be accessed simply by putting the name in and entering the correct PIN code.

AMRICH	2020	MEDNIK	6000
BARDO	6000	MILLER	0000
CARLOS	1010	MINIFE	6000
CLIFFR	0000	MORRIS	6000
DANIEL	0604	MORTAL	0004
DANR	0000	MOTUMB	0000
DAVIDR	0000	MOURNI	0000
DIVITA	0201	MUNDAY	5432
DREAM	0000	MURSAN	0000
EDDIE	6213	MXV	1014
ELLIOT	0000	NICK	7000
EUGENE	6767	NFUNK	0101
EWING	0000	NOBUD	1010
GHILL	0000	NORTH	5050
GLENNR	0000	PATF	2000
HGRANT	0000	PERRY	3500
JAMIE	1000	PIPPEN	0000
JAPPLE	6660	QUIN	0330
JASON	0729	RICE	0000
JC	0000	RODMAN	0000
JIGGET	1010	ROOT	6000
JFER	0503	SHAWN	0123
JONHEY	6000	SMITS	0000
JOHNSN	0000	SNO	0103
KEMP	0000	STACKH	0000
KIDD	0000	STARKS	0000
KOMBAT	0004	TURMEL	0322
MALONE	0000	WEBB	0000
MARIUS	1003	WEBBER	0000
MARTY	1010		

DARK RIFT

As you'll know from our review last issue, we don't think much of *Dark Rift*. Nevertheless, it's out now on import and there may be a few of you who want to know how to access more playable characters.

To play as Sonork, go to the title screen and press **L, R, C-Up, C-Down, C-Left, C-Right.**

To play as Demitron as well, go to the title screen and press **A, B, R, L, C-Down, C-Up.**

To watch any of the game endings, go to the title screen and tap in one of these codes.

Eve	**Up, C-Left, R, Right, Down, R, R, C-Right**
Demonica	**Up, C-Left, R, Right, Down, R, R, C-Up**
Zenmuron	**Up, C-Left, R, Right, Down, L, L, C-Right**
Demitron	**Up, C-Left, R, Right, Down, L, L, C-Down**
Morphix	**Up, C-Left, R, Right, Down, R, R, B**
Niiki	**Up, C-Left, R, Right, Down, R, R, A**
Scarlet	**Up, C-Left, R, Right, Down, L, L, C-Left**
Gore	**Up, C-Left, R, Right, Down, R, R, C-Down**
Aaron	**Up, C-Left, R, Right, Down, R, R, C-Left**
Sonork	**Up, C-Left, R, Right, Down, L, L, C-Up**

PC CD-ROM

CARMAGEDDON

To get ALL of the tracks and ALL of the cars, go to the main menu screen and quickly type **ENABLE.**

Once you've entered the ENABLE code once, you can turn on the cheat mode by starting a race and holding the **F4 key** until a message appears on the screen (CHEAT MODE, surprisingly).

Once the cheat mode is on, you can activate different cheats by pressing these buttons.

F5	**Repair all damage**
F6	**Invincibility**
F7	**Gain 30 seconds**
F8	**Freeze timer**
F10	**Add laps**
F11	**Gain 5000 credits**
F12	**View other drivers**
Shift+F6	**Show opponents on map**
Shift+F7	**Gain 300 seconds**
Shift+F8	**Toggle shadows**
Shift+F10	**Checkpoint counter**
Shift+F11	**Lose 5000 credits**
Ctrl+F8	**See-through shadows**
Ctrl+Keypad 1	**Fly mode!**

Keypad 5 makes you land, Keypads 6 and 9 change pitch.

WE'RE STUCK!

Dear CVG,
I have just bought the excellent *Quake* for my PC so please will you answer a few of my questions?

1. How do you get the nightmare difficulty setting?
2. Are there any cheats for it?
3. Is it worth buying *Mission Packs 1* and *2*?
4. Are *Daikatana* and *Hexen 2* going to be better than *Quake*?

Karl Moon, Cleveland

***CVG:* 1.** *On the Start map where you choose your difficulty and episode, head for Episode 4 (the one with the water pool you need to fall through). Drop into the water and move backwards against the wall so that when you drop out of the bottom you land on the wooden beam. Now just walk along the beam into the arch in the wall and through the Nightmare portal.*
2. *There are cheats, but they don't work in Nightmare mode. And we recommend you don't use them at all. Oh alright then, try typing things like GOD, FLY and IMPULSE 9 on the console.*
3. *Did you read the reviews we did? I don't think so. Tut tut. If you want more 1-player* Quake, *then yes. Especially the first one.*
4. *Stupid, stupid question. Read the magazine as the games get nearer to being finished and you'll find out.*

Dear CVG,
I am stuck on *Suikoden.* I'm at Neclord's castle and I can't get past the paintings in the 3rd floor. Which shall I look at or not? And what happens next?
Yours faithfully,
Richard L (or Richard C – it's badly written)

CVG: *Look at the paintings in this order: 4th, 2nd, 1st, 3rd. A new passageway should open up for you. And we're not going to tell you what happens next.*

Dear CVG,
Having just bought the excellent *Soul Blade* I set about using your guides in issues #185 and #186 to complete it, but whilst I have been able to collect all 70 of the extra weapons and Soul Edge I still can only access Hwang and Li Long's special endings (using the moves in mag #185). So how do you do it on the UK version with the rest of the characters?
Yours desperately,
Daryl Morris

CVG: *The ending codes we printed in issue 185 are the exact ways to get the special endings, but can be tricky to time right. The simpler way is to press all the buttons randomly and wiggle the pad around as soon as you finish the game and watch your ending. If you get lucky (more often than not), the borders will move away then come back again immediately.*

Dear CVG,
Please could you tell me if there is a cheat to play as Evil Ryu in *Street Fighter Alpha 2* on the PlayStation?
Toby Hall

CVG: *We still get tons of letters every month asking this question. The answer is NO! Evil Ryu is only in the arcade and Saturn versions of the game. Sorry.*

Dear CVG,
Please help me. I'm stuck on *Christmas NiGHTS* on the Saturn and I really need help. I cannot open the last present. I have tried everything I can think of – I played it all Xmas day – I had the date and time correct and finished all other parts of the game – I just can't get that last present open. Please please please help me.
From your best reader, Maria.

CVG: *If you mean the present in the very bottom right-hand corner of the screen, then it's the one that lets you play* Christmas NiGHTS *at any time of the year. Once the game changed to* Happy New Year NiGHTS, *the present should have appeared.*

FREEPLAY CLASSIFIED

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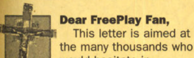
FREEPLAY FAN

What's the most amazing game you've ever played? Why do you love a group of developers, character or game so much? Write your feelings down on a piece of paper and send them to FreePlay Fan and we'll print them exactly as they come out of your head – unless you've got a really boring head that makes you drone on for ages. Who knows? Maybe you'll be able to convince the rest of the world that your game truly is the best thing ever and everyone else will start playing it!

FREEPLAY FAN,
CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ



PLEASE NOTE: ALL LETTERS ARE PRINTED EXACTLY AS THEY ARE RECEIVED, AND ARE ONLY EDITED WHERE MARKED. PLEASE WRITE CAREFULLY AND NEATLY TO AVOID EMBARRASSMENT



Dear FreePlay Fan,

This letter is aimed at the many thousands who would hesitate in purchasing a game worth twenty other ones put together, the very essence of magnificence, the one, the only, staggering *Castlevania* on the PlayStation – *Dracula X*.

It's funny how history repeats itself in the sense that I started playing *Castlevania* on the Super NES in the same way I started this version. You might think at first (as I did) that "oh it's alright – nothing special", but believe me nothing could be so far from the truth of this game. Persevere and you will be rewarded with a game that is beyond human expression, it is totally excellent!

Imagine your perfect platformer years ago on the Mega Drive or earlier still the Spectrum or Commodore. Imagine a game which includes so many lines of code and intricate programming routines and AI that the effort seems superhuman.

From the overwhelming animations of Alucard to the ingenious enemies and they're brilliant animations. The moves also are totally smooth and flowing – the one where Alucard shoots up at blinding speed, sticks the cieling, performs a gravity induced somersault and kind of floats onto the nearest platform – like vampires do of course – totally grippling!

What helps put this game head and shoulders above the rest is the role playing elements such as experience levels, intellect, strength, etc. I would also like to note the special moves which involve button combinations aka. *Street Fighter II*. I also cannot believe the sheer number of items you collect which range from simple keys to making you bloody well invincible, not to mention the wolf, mist and bat forms you change into. This my friends is just the rust I can scrap away from the adamantium like game structure. This is the magnitude of the game.

I have been playing games since the earliest days, (the intertellgame with *Frogger* and *Popeye*) I have got *Crash Bandicoot*, *NiGHTS*... ***(blah blah, and so on with a list of some of his games)***... to name but a few. Most of these are different in respect of the type of game it is...

Out of all the games listed above only *Mario 64* came close to generating the sheer buzz you get from playing this game! I've currently got 198 percent of the game completed and I'm still working away at it, sometimes all day.

Respect to everybody at Konami HQ in Japan (especially the musicians for the brilliantly suited and inspiring soundtracks) please please please keep on superseeding everything I have ever played.

In fact there are two words that come close to describing this game – truly magnificent!

Yours sincerely,
C. Coleman



Dear CVG magazine,

I am writing to you because I am sick of the bad comments about *Doom* on the Saturn. I have recently bought the game and I think it is fine. I think a lot of the magazines compare *Doom* on the Saturn to *Doom* on the PlayStation. OK the Saturn *Doom* isn't half the PlayStation *Doom* but please give it some credit. Also why don't magazines compare *Doom* on the PlayStation to *Doom* on the PC.

I have *Doom* on the Saturn and on the PC and Hell Yes there is a Big difference, but I think it should get at least some credit. OK it got 56% but that is not bad but it isn't good either.

OH yeah before I forget could you please give the Passwords to some of the levels or even all the Passwords, PLEASE!

A GREAT FAN OF *DOOM* ON ALL COMPUTERS!

Roddy Morrison – Western Isles.



I ***(swearing)*** love *NiGHTS*. It rules. NiGHTS is the most beautiful character ever created and the game itself is a work of genius to rival Lucas's Star Wars or Milton's Paradise Lost. To me *NiGHTS*' appeal lies in her/his/its complete detachment from reality; no matter how long you stare at he/she/it you can't pin *NiGHTS* down with any of the attributes you would normally associate with a video games character. I feel it was a concious decision by Sonic Team not to have NiGHTS speak, as an accent would allow the player to give he/she/it a human identity or nationality. NiGHTS is cute but there is also an aspect of fear and horror about him, there's just something not-quite-right about those wide purple eyes. NiGHTS is purple, which unlike the distinctly juvenile, boyish blues and reds of Mario and Sonic (I won't even mention that Bandicoot abomination here) is a neutral colour. Purple is a colour of peace and plenty but also one of delerium and even sickness. To me, the many facets of the jewel in NiGHTS' chest represents all the different ways to interpret his/her/its character. NiGHTS exists only in dreams and therefore is subjective; look at him/her/it and you will see anything and everything you want to.

Mr Naka and Co. obviously put a lot of thought into NiGHTS' streamline and tapering shape. He/she/it seems perfectly adapted to flight. NiGHTS' body is supple yet thin and underdeveloped obviously unused to the pressures of walking or contact with the ground. NiGHTS' feet are large and paddle-like, like a fishes fins... ***(and on and on telling us all about a character we know about already)***... Bottom line NiGHTS is the most well thought out character ever.

The worlds in which NiGHTS exists are also fantastic testaments to the skills of Sonic Team, the morphing "Cyber Sound" being another programming high point. *NiGHTS*' music is always familiar yet constantly it changes, blending new instruments to create subtle variations on the original theme. The music ebbs and flows with the growth of each world giving each its own beautiful life-rhythm. The game's A-life is another fantastic method that Sonic Team use to connect the player to the world of *NiGHTS*. As you watch your NiGHTOPIANS and MEPIANS grow you get a real sense of participating in the life of your very own dreamscape. With Claris and Elliot you can explore the dream worlds at your leisure, perching atop waterfalls, riding trains and leaping from towers you can only zip past as NiGHTS.

The dream worlds themselves are magical places where echoes of the real world mix with the fantastic. In Spring Valley... ***(and again he goes on just that little bit too much, this time about the levels and rendered story sequences)***...

Then of course there's the brilliantly cheesy song, the huge links, the scores, Reala; NiGHTS' not-so-altered-ego etc. (I could go on forever, I love this game).

I love *NiGHTS* and I am not lying when I say I feel physically sick when people dismiss it out-of-hand as cute Japanese trash or say they couldn't be bothered with its difficult play mechanics. Take time to love *NiGHTS* and its pure magic will reward you a million fold.

Great mag, by the way!

Yours,
William Curley



Dear FreePlay Fan,

I would like to make a few points clear to PlayStation and Saturn owners, first off, stop disrespecting each others consoles, both are just as good though the PlayStation has better 3D capabilities and the Saturn is slightly better with moving 2D sprites, but so what, so long as a game plays identical on both consoles like *Street Fighter Alpha 1* and *2* then thats all that counts. *X-Men: Children Of The Atom* didn't make it to the PlayStation because of the relationship between Acclaim and Capcom got poor, basically Acclaim got jealous of Virgin, and so Acclaim scrapped it, so Saturn owners are lucky it come out first on their machine, otherwise they wouldn't probably have it, though I recently heard it was changing publishers for the PlayStation so it was back on line, but I don't know if this is true, I hope so, but it can easily be done on the PlayStation. *Marvel Super Heroes* is probably out in Japan right now for Saturn and PlayStation, and *X-Men Vs SF* I heard was in development for both consoles, but I don't know if this is true, i read it in Egm. So my point is, if *Marvel Super Heroes* can be done on the PlayStation, so can *X-Men*, *X-Men Vs SF*, *Night Warriors* and *Cyberbots*. *Darkstalkers 3* is supposedly in development already for the PlayStation and *Street Fighter 3* is said to be out by Christmas for the PlayStation and Saturn, the PlayStation using and upgrade formally known as PlayStation C, so Jon Taylor can suck on a few plums, because he has no idea what he is talking about, I have a Saturn and a PlayStation, but I play the Sony machine more because... ***(Shut up! No more letters like this! Please!)***.

drawinz wot you dun

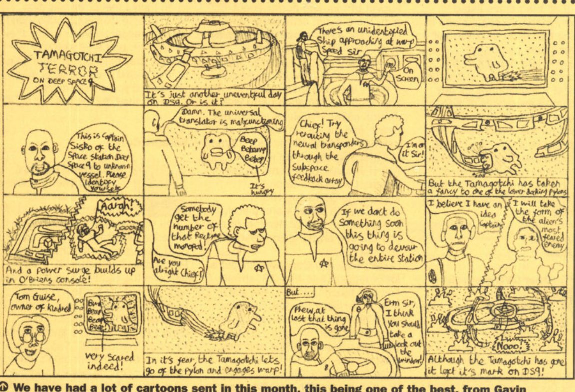
Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section!

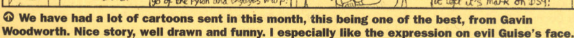
KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Hello. Let me ask you a question. Do you like drawinz wot people have dun? If so you've turned to the right page.

You think Ed's Tips are good eh! You think Dave knows a lot about old games! You think Write For Freeplay is full of interesting facts. Well, let me tell you something. 'Drawinz Wot You Dun' is oficially the best part of the mag. So shut up!



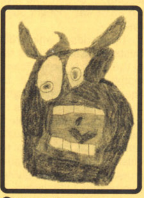

We have had a lot of cartoons sent in this month, this being one of the best, from Gavin Woodworth. Nice story, well drawn and funny. I especially like the expression on evil Guise's face.

Nicely executed piece of *KOF* artwork here by Banet Narbrough. Well done!

Well what have we here? Yeah, That's right! Three stinking turds Shaun Creand.



Wow! You should see the pictures we couldn't print! Thanks to Jeff O Adabo.



Crazy Crash Bandicoot courtesy of Gary Adams, Nice!



Funny... Phil Dawson has a shaven head and a beard, hmmm! Matthew Tolley.

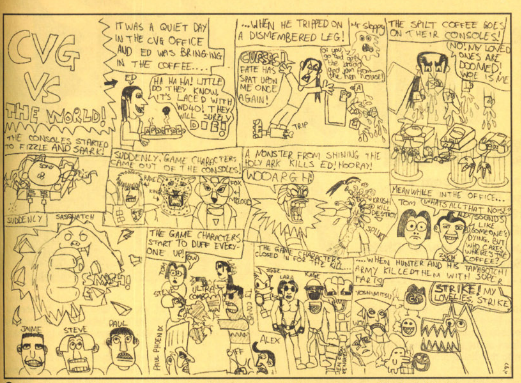


Only a few of me this month, just this one with the cool T-shirt. Richard Arnold.



Excellent character idea from Maria Morris, I especially like the boots, cool!

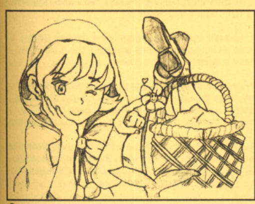
Another piece of genius from the boy with the golden fingers AKA Ray Higgins.



Now don't get me wrong, I think this is an excellent cartoon, it's just that it seems to end a little too quickly. Did you run out of space perhaps? Thanks to Tom Mills.



Superb piece of Manga artwork from Glenn Jackson, very impressive indeed.



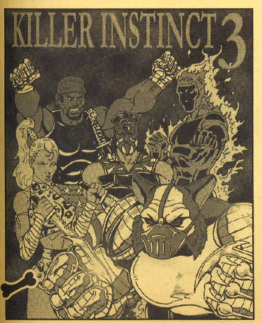
Cheeky little Vampire Saviour number this, from the Darren Cook. Thanks.




Capcom are cool aren't they! Check out these characters by George Law.

ULTRA EVIL

Blimey! An original piece of work, well done Andrew Robeson.



***Killer Instinct 3*, I've heard rumours... Michael Oscar.**

100% SONIC

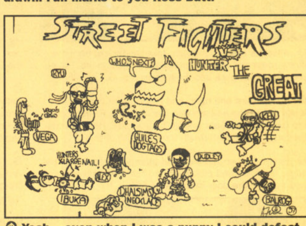
SONIC JAM



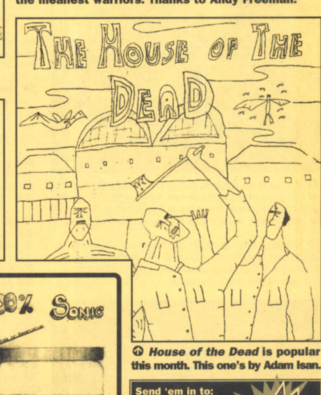
Golly! Another original idea. Respect to you Fiona McMillan.



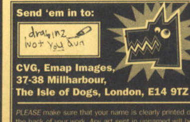
This is excellent! Nice composition, excellently drawn. Full marks to you Ross Butt.



Yeah... even when I was a puppy I could defeat the meanest warriors. Thanks to Andy Freeman.



***House of the Dead* is popular this month. This one's by Adam Isan.**



Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'.

drawinz wot you dun

RESIDENT EVIL

THE CVG SURVIVAL HORROR RUNTHROUGH!

With both the Saturn and PC versions of Capcom's classic arriving this month, and the PlayStation Platinum re-release also due shortly, we thought that it would be handy if we gave you a brief walkthrough to the world of survival horror. This is from the point of view of Chris, and all of the screenshots are from the PlayStation game.



☺ After the initial exchanges, take the far exit from the dining room and see the cut-scene for the Zombie. Before you attack, run back into the hallway and pick up Jills gun.

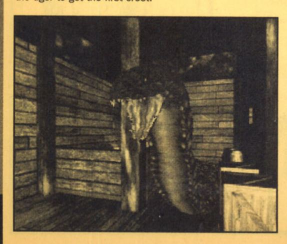
☺ Go upstairs and right, and take the far door. This leads out to the balcony and the decaying Forest. Take the clip from the floor and go back inside. Head across the landing and go through the opposite door.

☺ Shoot the two zombies and push the statue over the edge. Go down and pick it up and return to this room and through the door in the far right.



☺ Kill the three zombies and go downstairs. Don't bother killing any of the next three as they can be dodged. Go into the room under the stairs to see Rebecca. Say yes to her following you and pick the key up from the bed.

☺ Continue through to the room outside and go into a green coloured hallway. Shoot all the zombies and go into the small passage. Insert the gem into the eye of the tiger to get the first crest.



☺ Go through the door at the end and into a familiar hallway. Go left and into the red door. Push the cabinet at the back of the room to reveal the music notes and use them at the piano. Leave Rebecca to play and return to the dining room.

☺ Pick up the Emblem from above the fireplace and return to the piano room. Rebecca plays the tune, and a door will open. Take the gold emblem and replace it with the old one.

☺ Put the gold one above the fireplace and the clock will move to reveal a key. Go back into the hallway and trough the blue door. Use the key on the door inside here and it can be discarded.

☺ Shoot the dogs and walk through the winding corridor. Shoot the two zombies inside the next room and go through the double doors into the Crow gallery.

☺ Look at the pictures in order from Newborn Baby to Bold looking old man, pressing the switch each time before the final picture at the end of the corridor. It will fall down to reveal another crest.

☺ Go out and through the grey door. Shoot the zombie and go into the room around the corner. Store the crests and anything else you don't need. Pick up the chemicals and leave.

☺ Return to the green room (where the tiger statue is) and go to the farthest room. Use the chemicals on the open tank to kill the plant. Walk around the back and take the key from the clock.

☺ Go back to where you first met Rebecca and dodge all the zombies again. Now go into the locked room and pick up the clip and broken shotgun.

☺ Head for the room where the dogs jumped through the window and into the room joining it. Go all the way to the end, and go into a small square room. Continue through that and take the shotgun from the wall, replacing it with the broken one.

☺ Any small keys you have picked up now (we don't have the space to list all their locations) can be used on various desks around the mansion. These all hold shells for the shotgun.

☺ Go back upstairs via the main hall and go through the only door you haven't been in yet. Run round the U-Shaped hall and enter the green double doors.

☺ Push the two statues over the grates in the floor and hit the switch. The next crest is now yours. Head back to the second storeroom (the one that had the chemicals in it) and go upstairs.

☺ Go left and in the first door you come to. Shoot the zombie and take the door on your left. Pick up the lighter from here. Now go back to the U-Shaped hall.

☺ Take the first door on the right and examine Richard to get a clip. Go through and kill a zombie and use the key on the door and discard it. Don't go through though.

☺ Go left, into the room and use the lighter on the candles. Move the case to go into the secret room for more ammo, and go back into the room you unlocked.

☺ Fight the Snake! You don't actually kill the Yawn, just scare him off. Go to the fireplace where he came from and pick up the final crest.

☺ If you got poisoned, you now take control of Rebecca and have to run back to the room where you first met her and pick up the serum. Take it back to Chris to cure him.

☺ Take all the crests back to corridor near Crow Gallery and exit via the small corridor. This should take you outside, where a dog is patrolling the room. Shoot it and insert all of the crests into the wooden block next to the door to open it.

☺ Go through the door, and use the stairs to get the crank from the top shelves. Go through the door and take out three dogs.

☺ Go through the gates and use the crank on the switch next to the pool to drain it and give you a path across. Run past the snakes and go down the elevator. Take out another group of dogs.

☺ Keep going through the courtyard taking out all dogs and go into the courthouse. Push the statue down the corridor and use it to cover the small hole. The door you pass on the left is a storeroom.

☺ Go into the room opposite the storeroom and drain the tub to get the control room key. Shells, a small key and a red book are all in the bedroom too.

☺ Leave the room, go right past the hole and statue and through the door. Now enter the first door you come to and once inside run to the left. Quickly grab the key below the wasps nest before they can attack and leave the room where you came in.

☺ Go right and into the room using the key. Once inside pick up all the items and push the cabinets to reveal a ladder down. Go down it.

☺ Push the three boxes into the water so you can get across. Go through the door and into a water filled room. Run like crazy to avoid the sharks and head for the two doors on the other side of the room. Take the left one first.

☺ Pull the lever to drain the water and then press the switch next to the door to open the adjoining room. Go inside and pick up two clips, two boxes of shells and a key. The key is the most important.

☺ Exit and head back the ladder to get to the courthouse once again. Go back into the first room inside the courthouse and go into the big red doors at the end of the corridor. Run round the other side of the pool table and shoot the spiders from there.

☺ Go back to the room where the wasps were and enter the door directly in front of you. Replace the V-Jolt report with the Red book inside this room and go through the door to Plant 42!



Chris will get captured by the Plant and Rebecca will come to rescue him. You have to mix up the V-Jolt to free him. Go to the only room in the wasp hall that you haven't entered and light up all of the buttons on the panel to unlock the door.

Now go inside and start to mix. The order in which you have to mix things is written on the wall by the door and jars are located inside the room. Remember that number 1 is water.

Take this back down to the room with the sharks in and go inside the only room you haven't been in. Use the V-Jolt on the roots and watch it crumble. Go back up to Chris and you'll resume control of him. Simply kill the plant for a second time and pick up the key from the fireplace.

Go back into the mansion, and you'll be treated to a cut scene and introduced to the Hunters. Kill the first one you see quickly! Go into the room on the left of this corridor and turn on the light on the desk. Collect the doom book and leave.

Go through the grey door and take out another Hunter. Go into the storeroom for loads of ammo and health. Store the doom book. Work your way back to the passage where the dogs came through the window, killing any hunters on the way.

Ignore the spiders and go into the main hall. Go upstairs and into the room on the left, above the dining room. Kill one of the hunters and you can dodge the other. Go through the door and get ready for more hunters.

Don't go down the stairs yet. Instead go left and into the door. Pick up the rounds and turn off the switch by the door. Move the stairs and pick out the gem from the eye of the stuffed head on the wall.

Leave and go down the stairs, a be prepared for more tough hunters. Taking them out now will save you more time later on in the game. Use the storeroom if you have to and go continue through into the green walled room.

Run right when you enter the door so you can turn and shoot at both of the hunters as they come at you. Go back into the Tiger room and put the red gem into the other eye to get the colt.

Remember the greenhouse in this corridor if you need to get some life. Now you have to trek all the way to the other side of the mansion, and to the second storeroom. Go up the stairs once you get there and turn left.

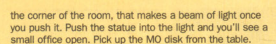
Kill the hunter and continue on, through the door at the very end of the corridor. Use the key on the door and it can be discarded.

Once inside, investigate the piano and Yawn will appear for a second time. This time you have to kill it completely, so try and stock up on all ammo and health before you go in.

Drop down the hole he left and hit the switch by the gravestone to reveal a ladder. Go down it and take out the two zombies at the bottom. Go through the door and round the corner to see two zombies eating a body. Kill them and go through the next door.

Shoot the floored zombie in the back once inside the kitchen and go into the lift. Kill the zombie once you get out of the lift and go into the door directly behind him of you need some ammo. Pick up the battery too.

Go into the door on the far right and kill the zombie inside. Colt rounds are in the desk and behind the bookshelf is a zombie. Pick up the scrapbook and go through the door in the left corner. You'll notice a red switch in



the corner of the room, that makes a beam of light once you push it. Push the statue into the light and you'll see a small office open. Pick up the MO disk from the table.

Go back a room and push the bookcase to reveal a secret room. Look out of the window and you'll see the helipad where you have to get to.

Go back into the left and head down again. Go to the door in the left corner of the kitchen and you'll get a small cut scene of a zombie coming up the stairs. Go down the stairs.

Move around the lift and unlocked the double doors. You'll emerge in a familiar hallway with two hunters waiting for you. Fire a few shots down the hall anyway, because they'll attack really quickly.

Head back to the 'Rebecca' storeroom, store any unwanted items and pick up some health if you have any. You need the crank, the doom book and the battery as well.

Now head back to the outside passage and the courtyard. Run past the snakes again and go down the lift to the lower courtyard. Now go to the broken lift and insert the battery in the slot and go back up.

Go back up to the pool and use the crank on the pool again to fill it up. Return to the newly functional lift and return down. The small fountain of water that was blocking your path before is now open, and you can go underground.

Go through the door next to the ladder and take the flame thrower. Take the top exit and walk into the room to get an F-Aid spray and shells.

Go through the door at the end of the room, and walk round the corner to find Enricho and he'll go on about double crossers.

Leave the room and you'll encounter two Hunters. Pick up the crank ahead of you and go back to the room with the entrance ladder.

Walk around the other side and use the crank so you can go through the door. Pick up another flame thrower from the wall.

Walk to the end of the room to trigger the rolling rock and then duck in the passage at the end of the hall to avoid it. Go through the door and kill the giant spider.

Burn down the webs by the door and go through. Turn left and run to the end of the hall to avoid the falling snakes. Go in to the save room for extra health pick ups.

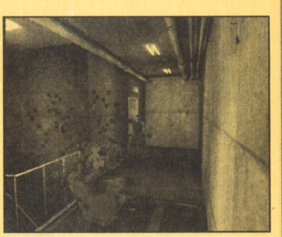
Exit the room, run past the snakes and put the flamethrower back on the wall to get through the door.

Move right and down the passage and use the crank three times to give you access to the rest of the room. Run down the hall to trigger a boulder and rush back to dodge it. Get the map and MO disk from where the boulder came from.

Enter the last room and move the statue level with the highlighted area. Use the crank two times on the cog to push the statue away from the wall. Now push it onto the actual beam of light to open a panel in the wall and get the second doom book.

Go back and get doom book one from the storeroom. Have at least three empty spaces.

Return to the room with the second boulder in it and go to left where you should find a lift. Go up it and you'll emerge by the fountain. Examine both doom books and press X when the pages are facing you to open them. Put both the medals in the side of the fountain to open it.



Ignore the door in the Lab and go down the ladder. Store any unwanted items at this point and go through the door. Three zombies await you and there is an MO disk on the table at the end of the room.

Go down, through the door on your right at the bottom of the stairs and into the first door on your left once inside. Turn on the switch to reveal the researchers letter. A clip is in the box next to the sink.

Go out and back to the bottom of the stairs. Run forward, kill any zombies and go into the first door on the left. Turn on the computer and enter the following codes. Enter your name as JOHN and the password as ADA. Select floor B2 and then enter MOLE as the final password. Now open B3 and leave the machine. Pick up the slides and exit the room.

Go back up the stairs and go into room along the corridor the the left of you. Use the slides on the projector, then open the flap on the wall and press the switch. Get the lab key.

Head back down the stairs and into the room on the opposite side of where you emerge and use the lab key. Kill all of the zombies and the room directly ahead of you is a storeroom if you need it.

Take the door on the first left and get some shells. Position the two boxes over the grates and push the stairs over the switch. Climb the stairs and through the vent shaft. Use an MO disk on password machine and go back into the storeroom if you need it.

Exit the storeroom and go left, into some factory style rooms. Get password three from the terminal tucked around the corner and continue through a couple rooms to a rectangular room with a big computer in the centre.

Activate the terminal on the left hand side and go back to the bottom of the stairs. Go in and take the go to the end of the corridor. Use the 2 passwords on the machine.

Go into the first room on the right, kill four zombies and use the final MO disk to get the last password. Use it and go through the door. Run round and see Jill in her prison.

Go back to the storeroom on this level and go to the lift on the left corner of the room. Rebecca should join you. Go up the lift and Wesker will reveal his true self. Shoot the Tyrant while running away from him and turn off the computer terminal. Now go back and release Jill.

Go back up through all of the levels, and remember that door we told you to ignore? Now's the time to go through it. Run through the room, pick up the battery and put it in the slot to power up the lift. Pick up a flare from the box and go up.

Ignite the flare on the helipad and wait for the Tyrant to appear. You have to run around the helipad, continuously dodging his attacks until Brad drops the rocket launcher. Shoot the Tyrant and it's game over!







FREEPLAY HIGH SCORES

Two whole pages of High Scores this month! The popularity of this section is ridiculous! Every month we have to leave out loads of scores because we don't have enough room, and still you send in heaps more every day! When you send your scores in, let us know of any special settings or modes you used and tell us your arcade "tag" name. That way anyone passing your local arcade will recognise that a CVG reader has got all the top scores!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ



V-RALLY (PS)

EASY
Corsica 1'00"00
Loosveld Kevin, Belgium
Indonesia 1'00"88
Loosveld Kevin, Belgium
Spain 1'02"00
Loosveld Kevin, Belgium
England 1'12"24
Loosveld Kevin, Belgium

MEDIUM
Safari 1'03"48
Loosveld Kevin, Belgium
New Zealand 1'27"00
Loosveld Kevin, Belgium
England 1'01"76
Loosveld Kevin, Belgium
Corsica 0'59"76
Loosveld Kevin, Belgium
Indonesia 1'05"44
Loosveld Kevin, Belgium
Alps 1'18"92
Loosveld Kevin, Belgium

DESTRUCTION DERBY 2 (PS)

PINE HILLS RACEWAY 22"79
Mark Rainford (RAZOR), Wigan

CHALK CANYON 49"90
Mark Rainford (RAZOR), Wigan

SCA MOTORPLEX 37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY 21"51
Mark Rainford (RAZOR), Wigan

BLACK SAIL VALLEY 31"19
Mark Rainford (RAZOR), Wigan

LIBERTY CITY 22"07
Mark Rainford (RAZOR), Wigan

ULTIMATE DESTRUCTION 32"63
Mark Rainford (RAZOR), Wigan

SOUL BLADE (PS)

Arcade Mode
0'19"16 (Voldo)
Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode
234 wins (Taki)
Brian Lelas (GMB)

The photo itself may not be fantastically interesting, but if you look closely you can see what the interior of a Dutch bedroom looks like. You can also make out the eerie silhouette of Alex Haas taking the photo. Ooh.

RESIDENT EVIL (PS)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete (with Rocket Launcher) 01:24'29
Michael Lai, Liverpool

Carl Brookes from somewhere sent in a rocket launcher time of around 1 hour 23 minites, but didn't give the exact time. Write in again with the exact time Carl, and this time use your best handwriting please. Couldn't make out a word of your letter.

RAGE RACER (PS)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"538
Michael Lai, Liverpool

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'15"411
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'49"932
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"360
Palvinder Singh (GUGGIE), Bradford
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"529
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 2'14"213
Michael Lai, Liverpool

TEKKEN 2 (PS)

104 Wins (Lee Chao Lan)
Darren Ketteringham (DAZ), Basingstoke

Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PS)

PHANTOM CLASS TIMES

TALON'S REACH
Best Lap 0'17"1
Thomas Darbyshire, Lancashire
Best Race 1'30"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SAGARMATHA
Best Lap 0'17"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 1'33"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

VALPARAISO
Best Lap 0'29"4
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'40"9
Thomas Darbyshire, Lancashire

PHENITIA PARK
Best Lap 0'27"0
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'25"3
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

GARE D'EUROPA
Best Lap 0'31"7
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'45"1
Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS
Best Lap 0'31"2
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'49"7
Thomas Darbyshire, Lancashire

VOSTOK ISLAND
Best Lap 0'30"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'40"9
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SPILSKINANKE
Best Lap 0'25"5
Thomas Darbyshire, Lancashire
Best Race 2'16"6
Thomas Darbyshire, Lancashire

SEGA RALLY (SAT)

Back by popular demand!

DESERT
Best Lap 0'49"51
Andy Beeching, East Sussex
Best Race 2'30"78
Andy Beeching, East Sussex

FOREST
Best Lap 1'09"60
Andy Beeching, East Sussex
Best Race 3'32"85
Andy Beeching, East Sussex

MOUNTAIN
Best Lap 1'05"15
Andy Beeching, East Sussex
Best Race 3'17"76
Andy Beeching, East Sussex

LAKESIDE
Best Lap 1'06"10
Andy Beeching, East Sussex
Best Race 3'21"59
Andy Beeching, East Sussex

SATURN BOMBERMAN (SAT)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SAT)

Game Complete (Hard, Temjin, No continues used) 6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SAT)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SAT)

Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester



FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Rentahero 49 Wins
John Thompson (JON), Leyland
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NiGHTS (SAT)

9999 Link Attack (Clocked the counter!)
Nathan White (NAT), London

FREEPLAY HIGH SCORES

0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NiGHTS (SAT)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 107 remaining
Romeo Mazzei (R.M), Amsterdam
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 97 remaining
Romeo Mazzei (R.M), Amsterdam

351 Link (Spring Valley 1) *Hmmm...*
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
632540 Points (Spring Valley)
James A. Thompson (JAT), Hull

As Nathan White has pointed out, as far as we know it isn't possible to get a continuous link on Spring Valley 1 in regular NiGHTS. *Therefore, it's likely that Tom Russon's 351 Link was probably done on the* Christmas NiGHTS *version. If not, please send us some kind of evidence or tell us how you did it please Tom. Otherwise we'll get rid of your score.*

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London
370 Link (Soft Museum 1)
Nathan White (NAT), London
421Link (Splash Garden 1)
Ruverne Latchanna, South Africa
379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London
157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SAT)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

STARFOX 64 (IMPORT N64)

Level One Score 185 (Extra Mode)
William Murray, Northampton
Total Score 1349
William Murray, Northampton

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'37
Sam Vanhkonen, Finland



Here's proof that Sam Vanhkonen from Finland did the *Turok* training mode in 2 minutes and 37 seconds. Here's also proof that he was silly and used a flash to take the picture.



SUPER MARIO 64 (N64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"9
Andrew Densley (ACD), Bath
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SHADOWS OF THE EMPIRE (N64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (N64)

LUIGI RACEWAY
Best Lap 33"37
Stephen Wave, Doncaster
Best Race 1'43"52
Stephen Wave, Doncaster

MOO MOO FARM
Best Lap 26"02
Chris Kelly (CKI)
Best Race 1'19"48
Chris Kelly (CKI)

KOOPA TROOPER BEACH
Best Lap 28"23
Chris Kelly (CKI)
Best Race 1'26"65
Chris Kelly (CKI)

KALIMARI DESERT
Best Lap 35"67
Chris Kelly (CKI)
Best Race 1'53"53
William Murray, Northampton

TOAD'S TURNPIKE
Best Lap 51"84
Chris Kelly (CKI)
Best Race 2'37"98
Chris Kelly (CKI)

FRAPPE SNOWLAND
Best Lap 35"96
Chris Kelly (CKI)
Best Race 1'49"24
Chris Kelly (CKI)

CHOCO MOUNTAIN
Best Lap 30"60
William Murray, Northampton
Best Race 1'33"37
William Murray, Northampton

MARIO RACEWAY
Best Lap 17"92
Chris Kelly (CKI)
Best Race 55"26
Marc Rebeiro (MAR), Penzance

WARIO STADIUM
Best Lap 06"89
William Murray, Northampton
Best Race 35"13
William Murray, Northampton

SHERBERT LAND
Best Lap 34"32
Chris Kelly (CKI)
Best Race 1'46"67
Chris Kelly (CKI)

ROYAL RACEWAY
Best Lap 50"27
Chris Kelly (CKI)
Best Race 2'33"79
William Murray, Northampton

BOWSER CASTLE
Best Lap 38"94
Chris Kelly (CKI)
Best Race 1'59"93
Chris Kelly (CKI)

DONKEY KONG JUNGLE PARK
Best Lap 11"70
Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 31"77
Chris Kelly (CKI)
Best Race 1'39"82
Chris Kelly (CKI)

BANSHEE BOARDWALK
Best Lap 36"34
Chris Kelly (CKI)
Best Race 1'50"75
Chris Kelly (CKI)

RAINBOW ROAD
Best Lap 1'20"94
Chris Kelly (CKI)
Best Race 4'05"58
Chris Kelly (CKI)



WAVE RACE 64 (N64)

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"819
Barry Morgan (BAD), Luton
Stunt Score 13187
Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 14400
Torkel Hanson (TH_), Edinburgh, Scotland

DRAKE LAKE
Best Lap 0'24"719
Barry Morgan (BAD), Luton
Best Race 1'16"756
Barry Morgan (BAD), Luton
Stunt Score 20480
Torkel Hanson (TH_), Edinburgh, Scotland

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 20785
Torkel Hanson (TH_), Edinburgh, Scotland

PORT BLUE
Best Lap 0'28"289
Chris Murphy (CHR), Manchester
Best Race 1'27"935
Chris Murphy (CHR), Manchester
Stunt Score 30665
Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY
Best Lap 0'29"589
Chris Murphy (CHR), Manchester
Best Race 1'32"001
Paul Taylor, Milton Keynes
Stunt Score 21565
Torkel Hanson (TH_), Edinburgh, Scotland

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 31130
Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND
Best Lap 0'25"300
Barry Morgan (BAD), Luton
Best Race 1'19"859
Chris Murphy (CHR), Manchester
Stunt Score 17118
Torkel Hanson (TH_), Edinburgh, Scotland

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

DEAD OR ALIVE (ARC)

Normal Mode (Kasumi) 3'30"03
E. Nettey (MAN), London

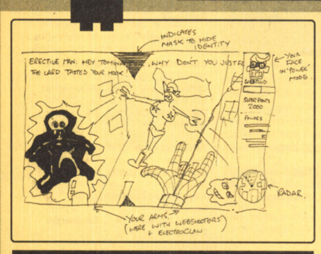
Burst Mode (Kasumi) 3'47"31
E. Nettey (MAN), London

FINK YER 'ARD ENUFF?

Do you look at these scores and punch yourself in the temples with anger because such incompetent imbeciles get their names in print? Well, do something about it and send in YOUR amazing scores to get the losers out of the mag! If you can beat any of these so-called "high" scores or are so good at a game that you want to shout it from the rooftops without hurting your larynx, send them in to us on a piece of paper! Try to avoid giving us scores for really old games unless they're still very popular (*Sega Rally* or *The Flintstones* on Mega Drive, for example) and make sure you include your high score name as well. An example of a good high score tag name would be "TOM" if your name was Tom, or "JON" if your name was Jon. Get to work gang. Impress us!



Welcome to an all-new section of Freeplay! Every month you ask us where you could send new ideas for games. Well, here's the answer – in your section of CVG! The Melting Pot is where you can tell everyone your concept for the best game ever! And, because it's been published for all to see, your idea is copyrighted so no-one can steal it! To start you off, here's our own CVG team suggestions, complete with sketches, C'mon, make this the coolest section in the mag!



SUPER WARS: THE BATTLE OF THE HYPERMEN!

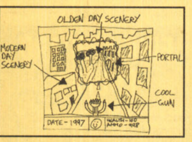
© Tom Guise. A True Believer.

I have an idea for a game and I reckon it's pulse pounding! It's the ultimate Super Hero battle game, to rival the fantasies of Stan Lee! It would use an advanced form of the *QuakeWorld* engine and each deathmatch server would be a city. When you register your character (with name and skin) you have a certain amount off 'Superability' points and these can be attributed to various powers (flight, energy beams, x-ray vision, teleporting, wall-crawling, superstrength... the list is massive). Of course, early on, your powers are weak. But by killing other players, you get more points that can be used to boost your powers. So in time, you could have superfast flying powers, with hyper-powered sonic beams. My character (The_Tominator) would be dressed in dayglo green, scuttle on its back and squirt serum at people. One other VITAL element – you can also put Superability points into developing a SuperBrain. With this, you can build gadgets (webshooters, power-rings, exoskeletons). AND, when your super brain reaches MASTER level (1000+ points), you can construct your own fortress. Here, you are safe from other heroes, unless they want to try and penetrate your defences (robots, traps, any thing you've built). Sound cool eh? Excelsior!

INTER-TIME DEATH BANDIT SMASHER

© Ed Lomas 1997

I want a first-person corridor shooting game like *Quake* or something, but with a real time travel theme. I always liked the time travel in *Sonic CD* on Mega-CD where you could visit four slightly different versions of each level by warping through time, and something like that in 3D would be brilliant.



The excellent portal technology that's being used in games like *Prey* and *Unreal* would be perfect, and there should be loads of different versions of each level. The technology would let you look through a time warp and see bits of the level ahead of you as they did in the past, then you could walk through and it would all change. If it was done by some really good programmers you could go back in time and see yourself doing something you already did! If you damage buildings in the past they're equally damaged in the future, and if you totally destroy a building it'll be rebuilt differently when you see it later on.

Just imagine being in a modern-day city scene, dodging vehicles and pedestrians, hunting down some evil criminal or something, and watching him go through a time warp to the past! You then have to find a power-up or run at 88 miles an hour or whatever to open another portal to the past. You then chase him around the same city, only the buildings are different and all the cars are old-style. You could end up right back in prehistoric times or in the distant future and it'd be ace! I want this game. I demand that id Software join up with loads of other top development teams and make it for me.

And you can play it on the internet as well.

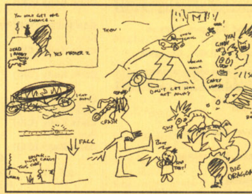
Alex just pointed out that this sounds a bit like *Daikatana*. Oh yeah, I guess it does. I'll look forward to that then, even though it won't have the real-time warps and different versions of the same places.

My idea would definitely be better. It would have a Pink Floyd soundtrack and everything.

SUPER SECRET AGENT ROBOT BATTLE X

© Paul Davies 1997

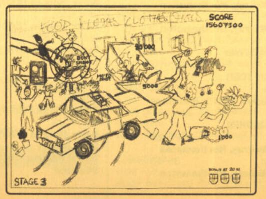
The coolest game ever would be called *Secret Agent*, or something. You get flown to this secret base and trained in everything from driving tanks to skinning a rabbit. Even skinning rabbits when driving a tank! The idea is that you become the ultimate secret agent, then accept assignments to test your skills. One could be stopping a Jewel Heist, or something: First you need to have a *Rage Racer* style car chase, then you get on a horse and trample through rubbish bins, by which time the baddies have got away, then you realise and get in a helicopter and get involved in an air battle with jets, and then you crash land on another secret island where you have to crack codes to enter a secret base. Inside the boss challenges you to a fight, and you have to beat him to get to his dragon. Then you finish off the dragon using a cool magic attack you gained from all the experience points!!!! The best bit is you only get one chance at each mission, since the practice is all done beforehand. Wickid!



JOHNNY LAW ™ NYPD

©Alex Huhtala/Ω Gamez 1997

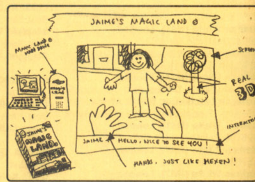
I would like to see a game that is part *GTi Club Rally*, and part *Time Crisis/Virtua Cop*. Or driving and shooting, but not like *Chase HQ SCI*. Developed on a Model 3 board, this is a 3D visual treat. In this game there are many, many multiple routes, and you can choose to play each level on foot, by car or a mix of both. All the levels are heavily populated areas, like shopping centres, which gives the chance for maximum carnage. Yep, you can drive right into the action, then dive out of your car and start blasting. Skidding into the line of fire, using your car as a shield is extra stylish. There is one key enemy that you are chasing through the game, he keeps changing cars and running into buildings to try and lose you. He is also a master of disguise. If your car gets damaged, flash your police ID into traffic and reprimand any vehicle. Of course, the villain can do the same. Look out for donuts on each level, because shooting them offers hidden rewards, like extra lives and weapons. The best thing about the game is the choice to be cop, or villain - where an army of police are out to stop you, and you can cause real carnage. Oh, and you can take tiny side roads in the car, and drive on two wheels! Failing that, I'll get the license to The Italian Job and create an amazing driving/strategy game, or Jason and the Argonauts, or Sinbad, or...



JAIME'S MAGIC LAND

© Jaime Smith Games Inc. 1997

My game would consist of one big city, in which you can go wherever you like, inside buildings, under water, etc. There would be some kind of basic aim to the game, i.e collecting food or money or something, but the basic game would be just like a kind of *Quake* engine, so you could change it in any way you fancied. There would be series of patches released by software companies, that allowed you to add to your city, an arcade or a football stadium perhaps. You can't die, you don't age and you can interact with other people if they visit your city (via the internet). The game comes on ten CDs that have to be transferred onto a basic hard drive set aside for the game only. Each city is randomly generated (although there are 200 preset styles of all objects) so each city you visit is different. You can swim, fly, run, walk, eat, go to the toilet and talk (as standard) but I am sure that within a year of its release you could technically do anything (anything!). The game would cost £9.99, but patches would vary in price, Football stadiums would cost £24.99 and arcades would cost between £1.99 and £69.99 depending on the games inside. The game would be called '*Jaime's Magic Land*' but you can of course customize the name of your own land. I would of course hold the copyright to all lands so I could destroy buildings, parks and people at my pleasure.



ESSEX FIGHTER

© Steve Key. Born and bred Essex boy.

As most fighting games these days are set in fantasy worlds with lavish special moves, I would make something much more true to life. This is *Essex Fighter*! There will be a total of ten characters to choose from, ranging from Trace and Debs, the resident babes (?) who whack you with stilettos and handbags, to Filth the Police Officer. Also selectable will be Kev, the brainless alcoholic who pukes over you and Wayne the sporty guy who is completely sponsored by Nike or Adidas so we have potential for merchandise. Backgrounds will range from outside a nightclub (with cheesy house music playing in the background) to the football pitch and also a bonus stage of the Escort garage. Other playing modes will include all out pub brawl featuring all the characters on screen at once and a chat up option, in case you don't actually fancy a fight that day. Weapons can be found from the different backgrounds including bottles, bricks that are propping up cars, and Moccasins. Available on PlayStation, Saturn and N64, *Essex Fighter* will shock, horror and amaze you.

Random quote: "Come 'ear you 'ore."



FREEPLAY FANZINES



COULD YOU DO CVG BETTER THAN US? YEAH? PROVE IT WITH YOUR FANZINE!



MD Player hails all the way from Australia, and is a zine devoted entirely to the Mega Drive. Issue 1 is a 4-player gaming special. Send an A4 SAE and a money order for $1 (Australian currency) to: **MD player, c/o Luke O'Sullivan, 8 Scribbly Gum Sq, Willetton, Western Australia, 6155. remember to add sufficient postage to the SAE!**



Ex-editor of Gamesplayer Shaun Lewis has left to set up Pulse, already into its third issue. Now with access to the internet, they've gone mad on players guides and have even included a cover disc full of screen shots.
Published monthly, issues cost £1 and can be obtained from: Pulse Interactive, 54 Laburnum Rd, Strood, Kent, ME2 2JZ



Games Wizard is a new multi-format zine. The entire first issue is written in block capitals, which makes it look a bit messy. By the way boys, *Zoop* is a great game, but better than *Tetris* - no way! For the latest issue send £1 (taped down to something) to: **Games Wizard, Culvie Valley Croft, Aberchirder, Huntly, Aberdeenshire, AB54 7QT**



Another new read is Retro Classix, covering not only old games but the old machines you had to play them on. Well produced, with a large list of classic games for sale too. It's a monthly zine with a six month subscription rate of £13. Send cheques and P.O's payable to **G. Howden at: Retro Classix, 4 Chatterton Avenue, Ermine West, Lincoln LN1 3TB**



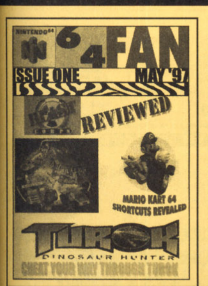
Issue 13 of Journey's End has arrived, with a shortage of RPG's this month, they have included longer stories. Still very good though! Subscriptions are £10 for 6 issues or a single issue for £1.50 and a stamp to: **A. Simpson, 143 Birkenshaw Rd, Great Barr, Birmingham, B44 8UN.**



Next Wave has enjoyed a redesign for issue 3. Though it now looks surprisingly like Gamesplayer. The usual news and reviews, plus a factually inaccurate report from Sega World. Still £1 from: **Nathan Standlee, 34 The Gables, Cottom, Nr Preston, Lancashire, PR4 OLG**



Ultra Systems is another new multi-format fanzine. Chris Bentley tells us he bought Gamesplayer and decided to create his own. Ultra shows lots of promise, issue 1 is yours for £1 from: **Ultra Systems, 115 Cottimore Lane, Walton-on-Thames, Surrey, KT12 2BN**



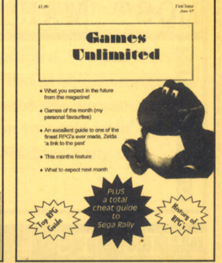
64 Fan is believe it or not, all about the Nintendo 64, A very attractive zine full of colour, though a little short on content. Issue 1 is available now for £1 plus an A4 SAE, from:
Alistair Felton, 59 Dolphin Crescent, Paignton, Devon, TQ3 1JZ



New to this section is Classix, another in the growing number of Spectrum fanzines. Already in its sixth issue, it's a very informative read and well designed. £1.20 for a single issue to:
J.A. Waddington, 11 Finsbury Drive, Wrose, Bradford, West Yorkshire, BD2 1QA



Meanwhile Gamesplayer still lives, now under the leadership of Barry Lewis the mag is undergoing minor changes due to ideas from the new staff. Issue 9 is out now for £1 from:
Gamesplayer, 197 City Way, Rochester, Kent, ME1 2TJ



Games Unlimited is a new fanzine from the pen of Joe Litchfield. The first issue features a very brief guide to RPG's. Plus Joe's favourite games of the year (though only one is actually a game from 97). Send £1 to:
Games Unlimited, 9 Bishops Rd, Bedford, Beds, MK41 OSH

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE YOUR LETTER IS LIKELY TO END UP IN OUR ADVANCED FILING SYSTEM, NEVER TO BE SEEN.

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As you know, FreePlay is YOUR magazine – it's contributions from our readers that make it the hot piece of gaming literature that it is. Okay, so it may be printed on funny yellow bog paper, but it's still the coolest thing in the world. What it needs is YOUR contributions, whether it be something listed below or even an incredible idea for a new section in FreePlay! Whatever you've got that you think may be of interest to our other readers, send it in!



TIPS

We don't waste precious space by printing pages of old tips for things like *Yogi Bear* on the Mega Drive. Instead we have the latest cheats and tips for the biggest new games, and we want more! If you find something yourself, whether it be a small hint or a complete walkthrough, send it to us! You may even win yourself a free game from HMV!

HIGH SCORES

Here's where you can find out who's the best at all of the latest games. If you think it could be you, send us your highest scores and we'll print them. Also try to keep some proof that you really did it, and if you really want to show off, send us a video tape showing how you managed such a magnificent score!

ART/CARTOONS

Hunter may be the most miserable and offensive dog ever, but he appreciates a good piece of artwork. Send him anything game-related you've done, or else!

FREEPLAY FAN

Convince the world that your favourite game or programming team is the best thing ever. Don't just write in to tell us how rubbish someone else's machine is. That's boring!

MOST WANTED

Take a look at the front page of FreePlay and you'll see the Reader's Most Wanted chart. Whenever you send anything to us, let us know what games you're most looking forward to and we'll include your votes in the chart. Even if what you're voting for hasn't been announced yet, that's fine – maybe some programmers will listen and get to work on it!

CLASSIFIEDS

If you're consumed by retro fever, just fill in the form below and sell off your 32 or 64-bit machine, leaving you enough money to buy a Grandstand Multi-Sports System! Whether you want to buy, sell or swap something, you can do it here just so long as it's legal. Send us adverts for copiers and we shop ya!

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This is your chance to become a professional video games magazine editor, just like Garth Sumpter! Have fun making your own games magazine, then send us a copy to look at and we'll tell everyone about it!

MOST WANTED

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